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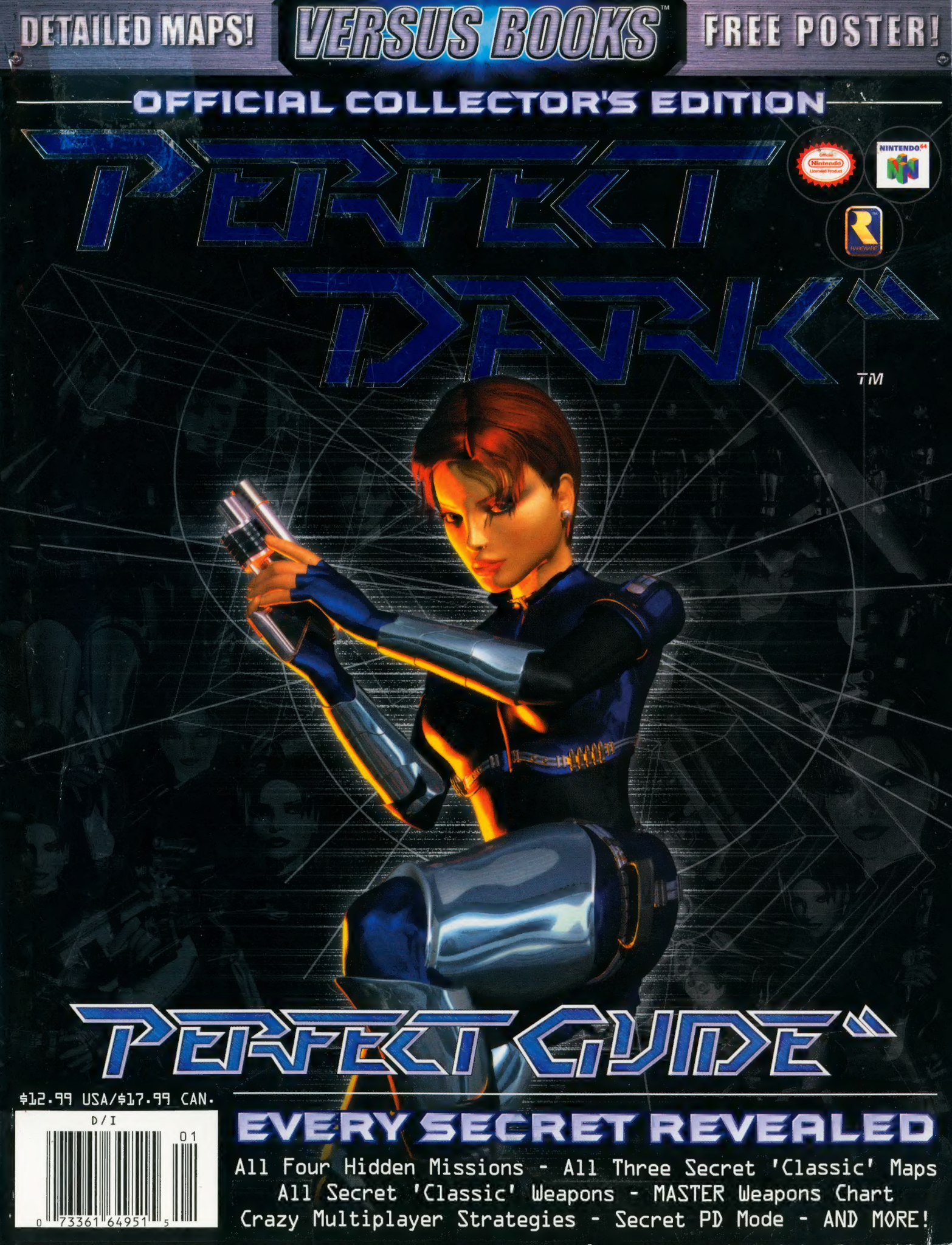

PERFECT GUIDE™

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EVERY SECRET REVEALED

All Four Hidden Missions - All Three Secret 'Classic' Maps
All Secret 'Classic' Weapons - MASTER Weapons Chart
Crazy Multiplayer Strategies - Secret PD Mode - AND MORE!

DARK SIDE
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VERSUS BOOKS
Volume 13

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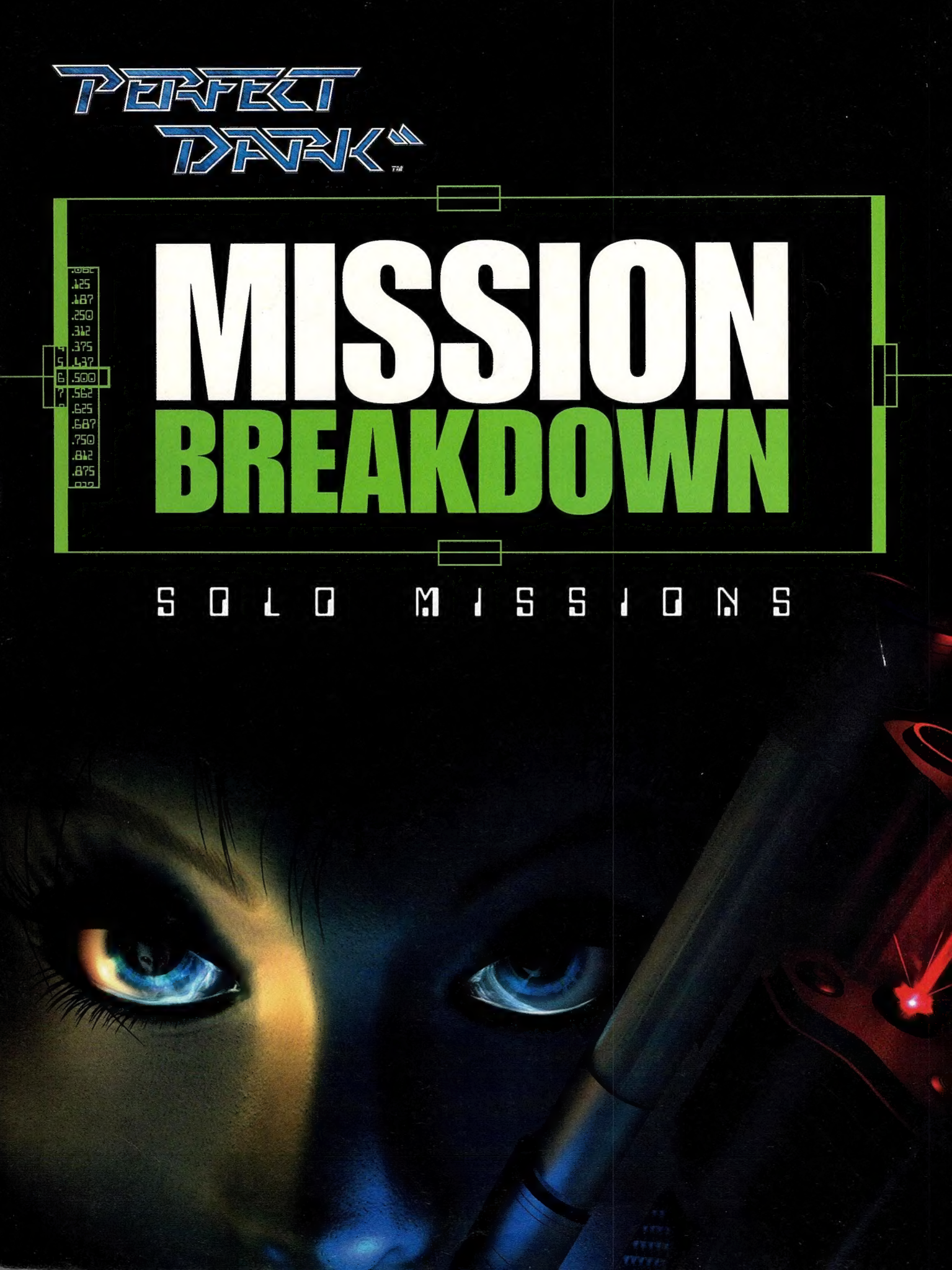
PERFECT DARK™

MISSION BREAKDOWN

SOLO MISSIONS



Level Numbering System

Although the various stages in Perfect Dark don't actually have corresponding level numbers (in the game itself), we decided to label each of them with a number of our own. Overall, it makes things a little easier to reference, and it lets the reader know exactly where they are at all times when just casually flipping through the guide. If you get at all confused while paging through, come back to this page and use the handy dandy list to the right. It breaks down every level in the game with their full names, by mission, including ALL FOUR secret levels!
**Mission groups DO NOT have names*

SOLO MISSION LEVEL BREAKDOWN

MISSION 1
Level 1: dataDyne - Defection
Level 2: dataDyne Research - Investigation
Level 3: dataDyne Central - Extraction

MISSION 2
Level 4: Carrington Villa - Hostage One

MISSION 3
Level 5: Chicago - Stealth
Level 6: G5 Building - Reconnaissance

MISSION 4
Level 7: Area 51 - Infiltration
Level 8: Area 51 - Rescue
Level 9: Area 51 - Escape

MISSION 5
Level 10: Air Base - Espionage
Level 11: Air Force One - Anti-Terrorism
Level 12: Crash Site - Confrontation

MISSION 6
Level 13: Pelagic II - Exploration
Level 14: Deep Sea - Nullify Threat

MISSION 7
Level 15: Carrington Institute - Defense

MISSION 8
Level 16: Attack Ship - Covert Assault

MISSION 9
Level 17: Skedar Ruins - Battle Shrine

SPECIAL ASSIGNMENTS
Level 18: Mr. Blonde's Revenge
Level 19: Maian SOS
Level 20: WAR!
Level 21: The Duel

Level Specific Cheats

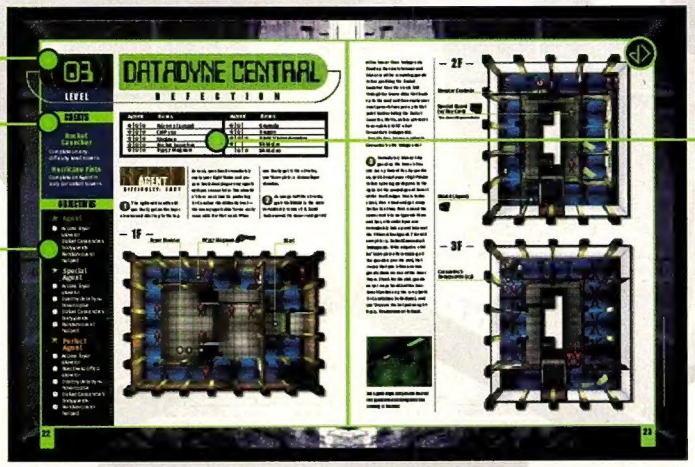
The first 17 solo levels have two obtainable cheats each. Check this sidebar to see what they are, and how to get them.

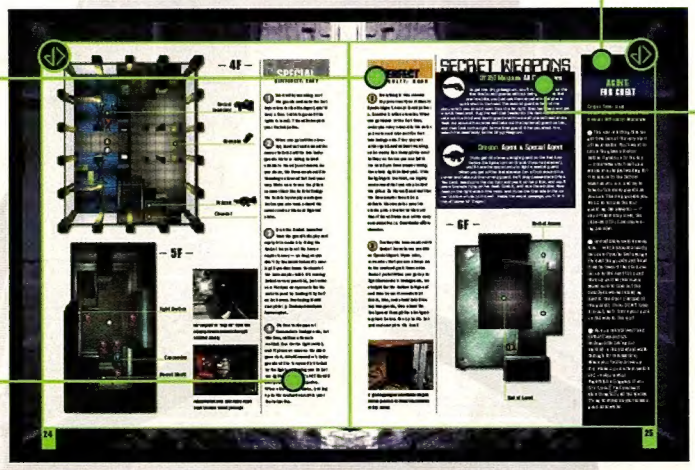
Mission Objectives List

All mission objectives are listed for each difficulty level, including: Agent, Special Agent, and Perfect Agent. Keep this book at your side and use the quick list instead of constantly hitting the start button (in-game). Trust us, it's much easier to have them written down.

Separate Walk-Throughs

Enjoy detailed walk-throughs for each difficulty level in the game, including: Agent, Special Agent, and Perfect Agent. All of them are kept separate, only describing the newer objectives as the difficulties progress. You'll probably find yourself reading all three walk-throughs if you want to learn EVERYTHING about a given level.





Items / Weapons Box

Get a quick overview of what's available on each level (as far as items and weapons go), labeled per difficulty for your convenience.

Cheat Walk-Through

Without a strategy or direction, earning all the cheats in Perfect Dark can be one of the most challenging tasks in video game history. But fear no more! Use our cheat strategies to learn how to make those insanely difficult target times, and unlock every single cheat!

Secret Weapon Locations

Called out to the side of each level, the secret weapons have little explanations of their own. You'll find yourself referring to these boxes quite often when you first start out. Only later will you begin to look and find secret weapons on your own.

CARRINGTON INSTITUTE
OVERVIEW

Take a closer look at the Carrington Institute using the labeled maps below.

Introduction

When you first fire up the game, this is the facility where Joanna will begin her missions. The Carrington Institute is actually more like an overworld map is to an RPG. It's like the "central hub" to the entire game, letting you walk around and talk with various people, enter training rooms, and even get detailed info about the game itself. Use the map below to help get you started, and remember that the more you play the game, the more you'll have to complete at the good ol' Carrington Institute.

MAIN FLOOR

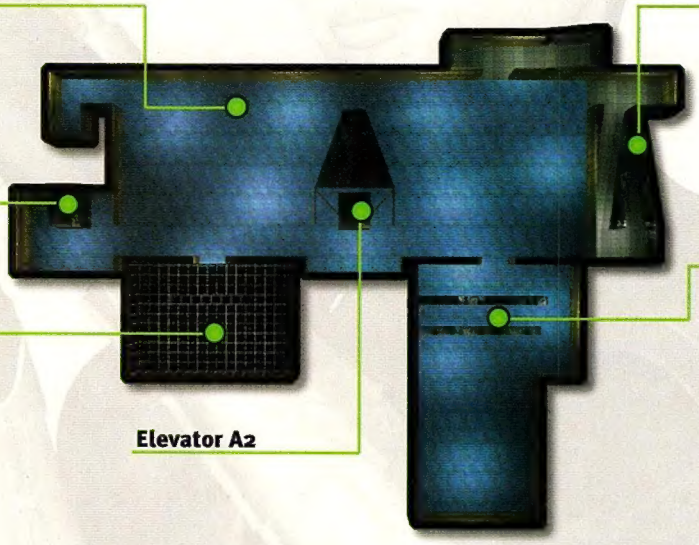
Main Hall/Foyer

The equivalent of a waiting room for large corporations, this area has no practical purpose. But it sure looks purty, eh?

Elevator A1

Holographic Training

A good place to go if you want to learn tricks about hand-to-hand combat, or various other tactics. There are a total of SEVEN mini-missions to complete.
**See the following pages for more info*



To Basement Area

This leads to the helipad, basement, and Jumpship hangar area. You can find info on all of the single player levels, and also the various vehicles if you access the computer terminal inside the hangar. Or you can just get lost...

The Firing Range

The most interactive of all sections inside the Carrington Institute, the Firing Range lets you have fun with the weapons you encounter in the single player mode. Enter the range to get in some gun practice, or maybe even earn some secrets.
**See the following pages for more info*

SECOND FLOOR

Information Center

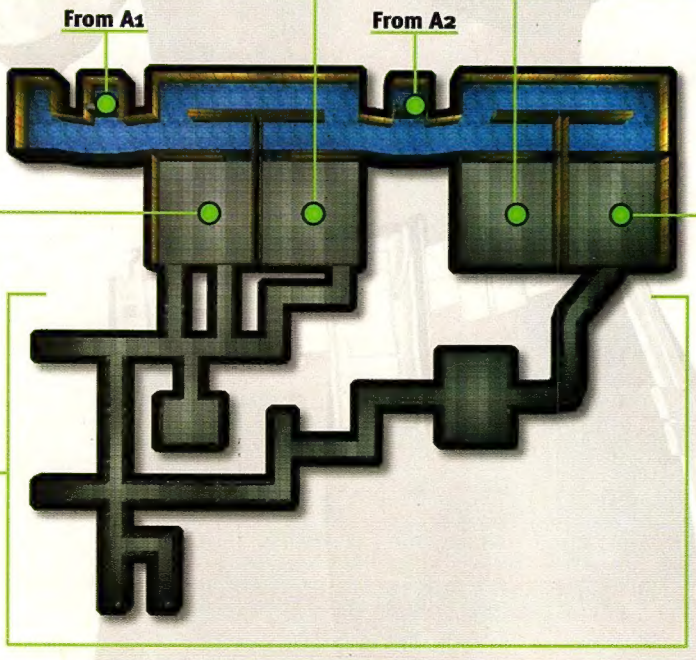
Access the computers to learn detailed information about each of the game's characters. More info will appear as you get further into the game, so remember to check back often.

Device Training Lab

Learn about each of the available items as you enter TEN separate mini-training missions.
**See the following pages for more info*

Device Training Area

This is where you'll actually complete the TEN training missions. You'll get further and further into the secret passages as you complete more Device Training Missions.



Joanna's Office

This is where Joanna begins when you power on your N64. Feel free to exit from the main menu screen and walk around the Institute freely. You can always bring up the main menu when you press start.

Daniel Carrington's Office

When he's not out doing business with clientele, or taking some well deserved R&R at the Carrington Villa, Daniel spends most of his time here, hiding secret items in his safe.

Device Training (Items)

The Device Training should be your very first stop after booting up the game. Here, you'll learn the basics of all ten essential items.

1 Data Uplink

Grab the Data Uplink from the table, and walk over to the computer (opposite of the table) and use it. After 5 seconds or so, the test will be complete.

2 ECM Mine

Follow the hallway that leads back through the secret door, and throw the ECM Mine onto the computer switch through the small hole in the wall.

3 CamSpy

Fly the CamSpy into the room next door (opening doors and passages with the B button), then snap a picture of the computer terminal (with the Z trigger).

4 Night Vision

Equip the goggles and enter the dark room to the right. When you enter, you'll see a switch on the wall. Flip it to turn on the lights and pass the test.

5 Door Decoder

Right next to the room where you threw the ECM mine, you'll find a door with a computer panel. Attach the Door Decoder to the panel and the test will be complete.

6 R-Tracker

Equip the R-Tracker and find the glowing dot on your radar. Go through the door you just unlocked, then take the second hallway on your left. You'll find it at the very end of the corridor.

7 IR Scanner

Run to the tunnels that lead back from the recently unlocked door (the test with the Decoder), and equip your IR Scanner. Take the first path to the left, and locate the secret door.

8 X-Ray Scanner

Dash through the tunnels, passing through the newly discovered secret door. When you come to the large room, equip your X-Ray Scanner and activate the two switches inside the walls.

9 Disguise

Throw on the disguise, and sneak through the air duct (secret passage) and up to Grimshaw. When you arrive, he'll give you the Cloaking Device and you'll pass the test.

10 Cloaking Device

Run to the hallways, through the secret door (revealed by the IR Scanner), and up to the security camera. Throw on the Cloaking Device, and enter Carrington's Office to complete the test.

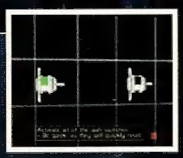
Holographic Training (VR)

Enter and complete this section to gain some general knowledge about movement, activating switches, and hand-to-combat.

1 Looking Around

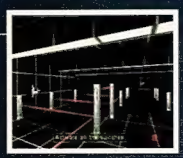
This test teaches you to be aware of your surroundings by searching for hidden switches that line the various walls inside the VR Training room. Make sure to check the ceiling!

2 Movement 1



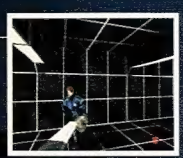
You'll need to be quick when activating these switches in rapid succession — they'll reset if you don't activate all four of them within 5-6 seconds. Make sure to strafe instead of turning.

3 Movement 2



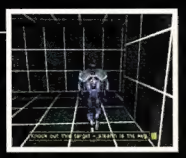
A simple obstacle course that involves the activation of two switches before completing. Use crouching (hold R, press C-down), and double-crouching (hold R, press C-down twice) to access the switches beneath the laser grid systems.

4 Unarmed Combat 1



The first enemy will just stand there, waiting to be pummeled. The second target will attempt to run away. Knock them both silly and get ready for a third enemy who actually fights back. Beat all three enemies without taking a hit to pass.

5 Unarmed Combat 2

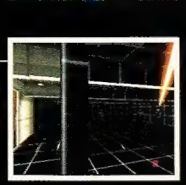


The first guard needs to be disarmed (by using your secondary punch attack). The second guard cannot be hurt until you use stealth, so hide behind the wall and sneak up behind him to knock him out. The third guard will begin shooting at you, so hide behind the wall until he stops, then rush out (with "Punch") and knock him out with two or three hits.

6 Live Combat 1

The trick here is to run behind the wall and let the enemies come to you, instead of chasing after them. As they round the corner and slam right into your fists, you'll pass the test.

7 Live Combat 2



Take out the first two guards almost immediately, then rush behind the safety of the wall before the three guards to the rear even have a chance to start firing. Sneak out from the wall nearest to the guards, and quickly disarm one of them before seeking refuge behind the wall once more. Equip the Falcon 2, and strafe to the left wall as you let a stream of bullets fly toward the last two guards. Woohoo!

CARRINGTON INSTITUTE
FIRING RANGE

The following six pages show strategies for each of the 32 target tests inside the Carrington Firing Range.

Why Should You Even Bother?

The main reason to go into the target range and complete all 32 target tests is to learn the strengths and weaknesses of each individual weapon. The secondary reason happens to be a much more rewarding one: unlock a series of Classic Weapons as you earn gold medals on more and more target tests. Only if you complete all 32 target tests (with gold medals) can you earn all EIGHT Classic Weapons.
**See chart to the right for more info*

General Tips and Tactics

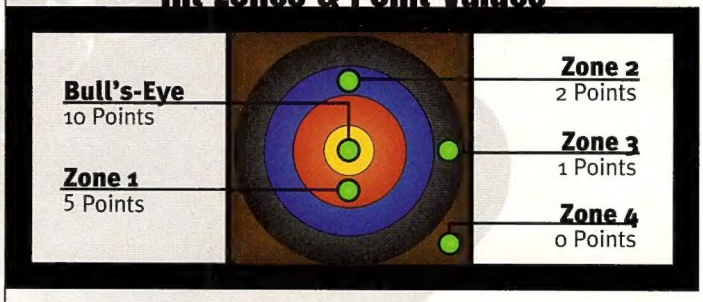
- The weapons will begin to appear in the firing range as you encounter them in the Solo Missions. So don't expect to find all 32 of them until you've completed the game at least one time through.
- Use the blue grid pattern on the floor to follow targets. Sometimes it's easier to predict their position by watching where they GO, instead of where they ARE.
- If you're not even coming anywhere close to a specific set of target goals, or you just seem to be doing something completely wrong, try using the secondary weapon function. It almost always works!
- Align your crosshair with the bull's-eye of a target during one trial, then fail on purpose. If you take that very same test again, your crosshair will still be in the same exact spot (since Joanna doesn't move), letting you save TONS of time by already being zeroed in on the bull's-eye!
- There are no random aspects to the target tests. They remain the same no matter how many times you attempt to complete them. Use this to your advantage and learn the target position patterns!
- Even though shots in the brown area (Zone 4) don't give you any points, they WILL count towards accuracy percentages, and general damage on the targets themselves. Just keep your bullets on the target and your accuracy won't suffer.
- Certain weapons need to be used in conjunction with a double-crouch. If you don't double-crouch with certain weapons, the accuracy will just not be sufficient to pass the tests.
- Don't be afraid to move Joanna from side to side in the target range itself for a better angle on certain targets. Some tests are actually a little easier if you shoot from the left or right side, instead of straight on.

Classic Weapons Unlocking Chart

The pattern in which the "Classic" weapons unlock can be a bit random, so nailing it down is highly unlikely. The pattern we have listed to the right is the pattern you would receive these Classic Weapons if you earned gold medals for all 32 weapons in the default order. The "default order" is the order in which we printed the walk-throughs for this whole six page section. If you followed that order, you'd unlock classic weapons on gun number: 3, 8, 12, 17, 24, 27, 29, and 32.

1. PP9i
2. CC13
3. KLO1313
4. KF7 Special
5. ZZT (9mm)
6. RC-P45
7. AR53
8. DMC

Hit Zones & Point Values



As you can see, it's very important to keep those shots as close to that bull's-eye as you can. Do whatever is necessary to make your shot groupings tighten up. You can double-crouch, use short controlled bursts, or even try using the manual aim — it's all up to you.

Key to Individual Charts

GS	Goal Score	★	Bronze
GT	Goal Targets	★	Silver
TL	Time Limit	★	Gold
AL	Ammo Limit		
MA	Minimum Accuracy		

After every test, you'll receive a stat screen like this.

Falcon 2

First Appearance: ***Level 1***

GS: 120 **TL:** 2 min.

This one is rather easy if you just strafe into aim, instead of using the manual approach. Get 12 bull's-eyes in a row and you'll grab the bronze.

Align your crosshair and hold your position — no need to move!

GS: 80 **TL:** 15 sec.

Line up your crosshair with the bull's-eye, and strafe from right to left, and back again. The one thing to remember is that you have no ammo limit!

GS: 170 **GT:** 10 sec. **AL:** 24

Even easier than the silver medal (in our opinion), this test is a matter of simply aligning your crosshair with the target to the right, then failing the test on purpose. Take the test once more (without moving even the slightest hair), and just land 17 straight bull's-eyes! The trick is to align yourself before the test even starts, since all it is after that is a matter of timing.

Falcon 2 (silencer)

First Appearance: ***Level 1***

GS: 120 **TL:** 2 min.

The targets flip from front to back, preventing you from damaging or scoring when their backs are turned. Once you've aligned horizontally, you'll pass with ease.

The silenced tests are just a bit easier than the standard ones.

GS: 30 **GT:** 9 **TL:** 2 min.

One shot destroys a target, so just sweep from left to right and you'll pass the mission with ease (taking out all three targets before moving).

GS: 80 **GT:** 3 **TL:** 30 sec.

It's pretty important NOT to use manual aim when attempting to complete a test like this one. Granted, it's not very hard overall. But you could easily make things much worse by trying to hold the R button instead of just strafing from right to left as the targets move. It's all about the timing!

Falcon 2 (scope)

First Appearance: ***Level 3***

The 2X zoom can help out tremendously if you've got a steady hand.

GS: 120 **TL:** 2 min.

One of the few tests in the game where the manual aim actually helps out, especially with the 2X zoom.

GS: 120 **TL:** 2 min. **MA:** 80%

Stay to the far left, and don't move AT ALL as the target comes forward. Nail bull's-eye after bull's-eye without moving, and keep that accuracy above 80%!

GS: 80 **TL:** 10 sec. **AL:** 8

First off, make sure that you align with the bull's-eye as it stops to the left, then wait for it to pass by once more. The next time around, get off all EIGHT quick shots and you'll complete the test. If you want, you can spend one entire test lining yourself up. Then use the next one as your REAL test.

MagSec 4

First Appearance: ***Level 7***

Just stay aligned and you'll take out the targets in no time.

GS: 135 **TL:** 2 min.

You need not worry about your ammo or your time, so just concentrate on hitting the darn target and you'll do fine. Too easy.

GS: 135 **TL:** 2 min. **AL:** 18

The front center target moves back and forth as a shield, but you're better off lining up and standing in one place. Wait until the shield passes, then fire.

GS: 80 **GT:** 4 **TL:** 12

We used the secondary function for this test, primarily because the targets were fast-moving, and the Burst-Fire just ripped them apart. Stay away from manual aim (since they're moving so fast), and concentrate on only one target at a time. A fairly simple test overall.

Mauler

First Appearance: ***Level 15***

It's all about combos between Charge-Up shots and normal shots.

GS: 200 **TL:** 2 min.

Just use primary mode, and blast away like a jive bandit! It's pretty hard NOT to pass this test.

GT: 8 **TL:** 2 min. **AL:** 50

Stand in the middle and take out the four targets with Charge-Up shots, then move to the right and repeat the process. The targets rotate, so work on your timing.

GT: 6 **TL:** 15 sec. **AL:** 35

The targets will always end up with their back facing you at the end of the 35 seconds. Because of this, it's important to hit the first target with a Charge-Up shot, then follow up with two quick single shots to the target in the rear. Move to the next row, and do the same thing. Use your last few single shots to break the two damaged targets (they take 5 shots each), then quickly reload and move over to the last row. Finish with two fully charged shots.

Phoenix

First Appearance: ***Level 8***

Explosive Shells break targets with splash damage.

GS: 90 **TL:** 2 min.

Use your primary fire mode, and just stay in one spot once you've lined up with the targets. Very easy.

GT: 8 **TL:** 2 min. **AL:** 18

Go with the Explosive Shells, and make sure that you adjust for new targets accurately (since a new target appears as soon as you break an existing one).

GS: 6 **TL:** 20 sec. **AL:** 3

Use Explosive Shells, and immediately shoot for the target on the left. The splash damage should take out the two adjacent targets as they crossover to the middle. Just make sure that your shot is placed right in the center of the target (vertically), and you'll be fine.

DY357 Magnum

First Appearance: ***Level 3***

The DY357's shots actually penetrate consecutive targets.

GS: 90 **TL:** 2 min.

The targets will flip from front to back, so just stay stationary and rack up bull's-eyes like there is no tomorrow. The easiest of the easy.

GS: 80 **TL:** 2 min. **AL:** 3

Make sure that you line up your crosshair with the WHOLE row full of targets, as opposed to just the front one. The bullets will penetrate all three targets at once.

GS: 50 **TL:** 12 sec. **AL:** 5

Almost the same exact test as the silver, except that there will be a whole slew of targets flipping from front to back. You only need five bull's-eyes, which is very easy compared to some of the other gold medals you've encountered already. Don't pay any attention to your time limit, and just concentrate on the center of the target.

DY357-LX

First Appearance: ***Level 12***

Get used to the shot delay on the DY357 — you'll be using this gun quite often.

GS: 90 **TL:** 2 min.

The tried and true strafe into aim technique works wonders here, especially if you have good timing. Super easy.

GS: 200 **TL:** 30 sec.

Stand to the far left (or right), and blast the double bull's-eyes as they arrive. Instead of chasing after the targets, just stay put and let them come to you.

GS: 100 **GT:** 50 sec. **AL:** 12

This test is fairly easy if you have good timing, but if you've been struggling with the delay on the DY357 Magnum, then this one might be a little harder for ya. Make sure to take only one shot per pass (from left to right), making sure to get ALL bull's-eyes. If you take only one shot per pass, you'll have plenty of time to make the 100 point goal. Above all, don't rush, and take your time getting your crosshair in line.

CARRINGTON INSTITUTE
FIRING RANGE

CMP150

First Appearance: ***Level 1***

GS: 240 **TL:** 2 min.

To make this test easier than it already is, try using the Auto-Lock feature before you start shooting. No aim necessary!

The Auto-Lock feature works wonders in the first two tests.

GT: 4 **TL:** 2 min. **AL:** 80

Like the bronze, this test is whole lot easier if you lock-on to all of the targets before you even start shooting. Those 80 rounds go fast, eh?

GS: 350 **GT:** 6 **TL:** 20 sec.

Stand to the far left, and wait for the targets to come to you. Although accuracy isn't a prerequisite for this test, it's actually kind of important since you'll only have 20 seconds to score 350 points. To compensate for this, don't even begin firing at the targets until they're much closer to you.

Cyclone

First Appearance: ***Level 11***

GS: 750 **TL:** 2 min.

We honestly think that Rare must have been half asleep when they made this test. It's just too freakin' easy. Heck, you could practically shoot at the walls and still pass.

The Cyclone has some serious issues with its accuracy.

GT: 5 **TL:** 20 sec.

Three rows of single targets will move in a circular pattern. Use the blue lines (on the floor) to follow the targets if you have trouble.

GS: 400 **GT:** 1 **TL:** 18 sec.

Stand in the middle of the room and keep your shots grouped as tightly as you can. When the targets pass over each other, you'll make some serious "pointage." If you've been passing all of the previous tests with ease, then you should be able to hit 400 points right around the 10 second mark.

Callisto NTG

First Appearance: ***Level 16***

GS: 480 **TL:** 2 min.

Keep your rifle on Rapid Fire, and just go nuts about 15 seconds. You should have little difficulty with this one.

Standing to the far right or left of the range is fair game.

GT: 1 **TL:** 30

The front three targets serve as shields, forcing you to either use High-Impact Shells (which penetrate), or just walk over to the right and shoot from an angle.

GS: 250 **GT:** 2 **TL:** 20 sec.

Almost a bit easier than silver, you can just stand in the very middle of the room and go nuts with Rapid Fire. You have no ammo limit, so make sure to keep the trigger depressed for the entire 20 seconds. The two targets you need should break as a result of your score, so don't try to go out of your way to break them.

RC-P120

First Appearance: ***Level 15***

GS: 1,000 **TL:** 2 min.

If you're good, you should be able to meet the 1,000 point prerequisite on you first clip! Just line yourself up and...

Use your cloak to make the targets flip. Then bash 'em!

GS: 300 **TL:** 20 sec.

Switch to your secondary function (Cloak) to make the targets flip from back to front. Immediately come out of cloak blasting, and you'll pass with ease.

GT: 9 **TL:** 20 sec. **AL:** 180

Just like the silver, you'll need to use your cloak to get the first row of targets to flip from back to front. As they do, you should be able to break all three in one sweep across the front line. Since the RC-P120 has such a high rate of fire, make sure to use short controlled bursts on the two back rows of three targets each.

Laptop Gun

First Appearance: ***Level 1***

GS: 750 **TL:** 30 sec.

Another one of the few tests where the manual aim actually helps! Seriously though, just stand in one spot and blast away. You just can't fail!

For the gold, try to concentrate your fire on two of the three targets.

GS: 90 **GT:** 3 **TL:** 20 sec.

Turn your gun into a Sentry Turret, and throw it BEHIND the three targets. The 50 round clip is more than sufficient to take them all out.

GS: 750 **GT:** 2 **TL:** 15 sec. AL: 250

This one is a true manual aim fest, with three rotating targets in a circular pattern. They real key to compete all of your prerequisites on this test is to try and concentrate your fire on TWO of the three targets. As the 15 second mark rolls around, you'll have two severely weakened targets as opposed to three barely damaged ones.When the third target passes you by, use it as time to reload.

Dragon

First Appearance: ***Level 2***

GS: 450 **TL:** 2 min.

Use your 2X zoom to get a nice view of the targets from a distance. Otherwise, just blast away and you'll grab the bronze with ease.

For the gold, you'll need to follow the slower of the two front targets.

GT: 1 **TL:** 10 sec. AL: 1

Turn your Dragon into a Proximity Mine, then throw it right under the target's path. When the target passes over the mine, it will detonate and you'll pass the test.

GS: 500 **TL:** 15 sec. **MA:** 90%

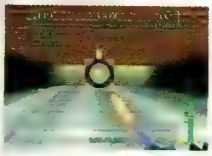
The two front targets will move from side to side, with the one to the right moving about half the speed as the one on the left. Follow the target to the right as it moves, and strafe from side to side shooting clip after clip into the target. Don't let the fast moving target distract you, just keep following the slower target as it moves. Best of all, you don't even need to bother shooting at other targets, or trying to use the manual aim.

K7 Avenger

First Appearance: ***Level 2***

GS: 375 **TL:** 2 min.

The bronze medal for the K7 is an all out blast fest. Just unload from the get-go,and you'll do fine.



You can use the Threat Detector to find out which targets are "real."

GT: 4 **TL:** 2 min. **AL:** 4

Use the Threat Detector to find out which targets are "real," then blast them with one shot each. You only start with four rounds, so make every one count.

GT: 3 **TL:** 15 sec. **AL:** 30

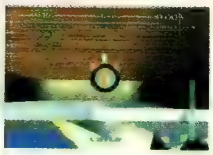
Use short controlled bursts, making sure to expend no more than TEN rounds per target. Each target takes exactly ten, and you start the test with 30, so make sure not to go overboard with the first few targets you destroy. If you seem pressed for time, you can try lining up on the far left before the test actually starts. Just move systematically from left to right and you should have plenty of time left over.

AR34

First Appearance: ***Level 15***

GS: 450 **TL:** 2 min.

Keep the bullets on the target and you'll pass this test with ease. The AR34 is rather inaccurate — learn to adjust by shooting in spurts.



Horribly inaccurate from long range, you'll need to double-crouch.

GT: 9 **TL:** 2 min. **AL:** 120

Align to the far left, and let the targets make their circle forward. As they come forward, take care of the targets in groups.

GS: 500 **TL:** 20 sec. **MA:** 100%

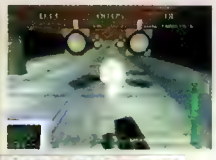
This test is one of the hardest in the game if you try to do it by strafing into aim, or using manual aim. The only way to complete it easily is to use the double-crouch, and align yourself with the bull's-eye when the target stops to the right. Zoom in, and only shoot when the target is completely stopped. If you miss the target with even one bullet, the test is over.

SuperDragon

First Appearance: ***Level 8***

GS: 450 **TL:** 2 min.

A fairly straightforward test, the SuperDragon test can bes passed with some simple strafe into aim techniques.



Use splash damage to take out more than one target at a time.

GT: 9 **TL:** 2 min. **AL:** 9/9

Go to your secondary function (Grenades), and lob one right in between each row of two targets. The splash damage will take out both of them at once.

GT: 5 **TL:** 30 sec. **AL:** 60/4

Take out the middle target with Rapid Fire, then immediately switch to your Grenades. Put one shot in the middle of each row, and you'll destroy all five targets in less than 20 seconds. One other thing to note is that the targets are completely invulnerable to regular bullets with their backs toward you, which is why you should use Grenades.

Shotgun

First Appearance: ***Level 3***

GS: 240 **TL:** 2 min.

Each of the six pellets inside a shotgun round scores it's own separate points when they hit the target. One shot fired is actually more like six. Use Single Shot.

The reload time on the Shotgun is borderline ridiculous.

GT: 9 **TL:** 30 sec.

Use Double Blast, and try to get two targets for each revolution they make. You'll only have time for one reload (since it's so painfully slow), so work fast.

GS: 170 **TL:** 20 sec. **AL:** 30

Your best bet is to strafe into aim with the Double Blast, and run your shotgun dry until the very end.

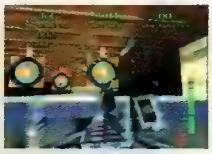
Note: *You can stop your Shotgun from reloading to the maximum capacity by simply pressing the fire button when you want it to stop. So if you only need three or four shots to finish the test, don't bother wasting time by trying to let it refill to the full nine shots.*

Reaper

First Appearance: ***Level 17***

GS: 1,000 **TL:** 2 min.

Start by using the double-crouch, then unleash all of your shots starting from left to right. Keep the crosshair firmly planted on the bull's-eye!



Another weapon where the double-crouch is a necessity.

GS: 18 **TL:** 30 sec.

The targets crack very easily, so it's imperative to make most of your shots count. Use the double-crouch, and track the target from left to right.

GS: 750 **GT:** 1 **TL:** 30 sec.

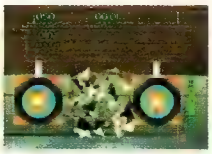
Another test that really can't be completed without using the double-crouch. Make sure that you go for points during the first 20 seconds. With about ten seconds left, begin focusing all of your shots on one target (with the manual aim). Try to pick the target that looks like it has the most damage. The Reaper shots are just so darned weak that it actually takes almost a full clip to break one single target.

Sniper Rifle

First Appearance: ***Level 4***

GS: 120 **TL:** 2 min.

Focus with super zoom (at 20-30X), and land perfect bull's-eyes with 12 shots to complete the test.



Use C-up and C-down to change the zoom manually.

GS: 120 **TL:** 2 min. **MA:** 90%

This test is the same as above, except the targets will prevent you from damaging them while they're flipped. Don't deduct accuracy by shooting when they're flipped.

GS: 150 **TL:** 12 sec. **AL:** 15

Take one test to get your crosshair lined up to the left, then fail it on purpose. Start up the test again and you'll be in the same exact spot, ready to land 15 bull's-eyes in a row.

Note: *To change the zoom on the Sniper Rifle, just press C-up, or C-down. You can adjust the zoom from anywhere between 1X and 30X.*

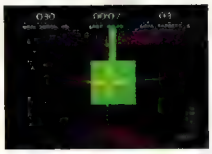
CARRINGTON INSTITUTE
FIRING RANGE

FarSight XR-20

*First Appearance: **Level 14***

GT: 3 TL: 2 min.

The only tough part about this test is dealing with the insanely long delay between the time you actually pull the trigger, and when the gun finally fires.



The FarSight will penetrate several targets with one shot.

GT: 6 TL: 15 sec.

The front three targets serve as a shield to prevent you from getting a closer look at the targets to the rear. Use your Target Locator to see through them.

GS: 40 GT: 6 TL: 20 sec. AL: 3

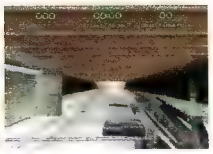
Follow these rules and you'll pass this mission on the first try:
❶ Wait for the mobile target to line up with the other two targets on the far left, then take out the three targets with one shot.
❷ For the center two, adjust your crosshair on a slight angle from left to right, getting both of them with your second shot.
❸ You last shot is for the last target to the far right.

Devastator

*First Appearance: **Level 4***

GS: N/A GT: 6 TL: 2 min.

Just use your primary function and lob grenades all the way to the back wall. Aim at the ceiling (about 45 degrees), and take advantage of splash damage.



For long range shots, you'll need to aim higher than you think.

GS: N/A GT: 6 TL: 50 sec. AL: 10

Attach a Wall-Hugger to the target on the far left. The target will carry and release it to take out the targets in the rear. Follow up with standard grenades up front.

GS: N/A GT: 6 TL: 30 sec. AL: 6

This test involves some fairly difficult range estimation, but if you use depth of field to lob grenades on the previous two tests, then you shouldn't have much trouble with this one. The splash damage will take out the targets, so you're much better off overestimating the distance instead of underestimating it. Here's the pattern for which the targets appear: back left, front left, back center, front right, back right, front center.

Rocket Launcher

*First Appearance: **Level 3***

GT: 9 TL: 2 min.

Use standard rockets, and aim for the center target in each row of three. The massive splash damage will take out the whole row.

You'll learn to use prediction in this set of tests.

GT: 8 TL: 2 min AL: 18

Stand to the far left, and continually launch rockets as the targets circulate around toward you. You have 18 rockets, so don't worry about wasting ammo.

GS: 40 GT: 4 TL: 30 sec. AL: 4

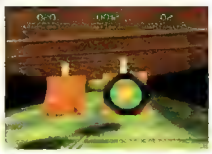
Rocket prediction is a skill that we cannot teach. We can however, show you where the targets will appear. All four targets will make one full revolution before stopping (to flip around). When they do, you'll already need to have a rocket heading their way. If you do it right, you can actually take out the first row with one rocket right between the two, and then use the same technique in the back.

Slayer

*First Appearance: **Level 16***

GT: 6 TL: 2 min.

Stick to standard rockets, and just blast away. Notice how the reload time is considerably higher than the standard Rocket Launcher?



Fly-By-Wire rockets sure are slow, but they get the job done.

GS: 40 GT: 4 TL: 2min. AL: 6

Shoot the first of the two targets and the splash damage will take out the second target. Repeat this for the second group.

GS: 60 GT: 6 TL: 40 sec. AL: 8

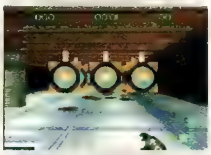
Use Fly-By-Wire rockets, and try to detonate them in between the two targets (using splash damage) for maximum efficiency. You can control the speed of your rocket with the R button, and you can manually detonate your rockets with the Z trigger. Use combinations of these two commands with some decent rocket control and this test is history.

Combat Knife

*First Appearance: **Level 16***

GS: 72 TL: 2 min.

Your goal is to get bull's-eyes, which might take a bit of judgment on your part. Use this test to learn the arc of throwing knives.



Hehe... we like to throw knives at targets.

GS: 90 GT: 2 min. AL: 18

This test is the same as the bronze, except the targets will flip from front to back. Learn the timing on the targets (very easy), and grab 8 bull's-eyes to win.

GS: 80 GT: 8 TL: 30 sec.

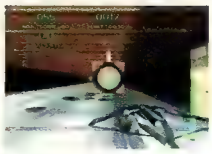
First you've mastered the arc, now you'll need to learn the timing. Stand in the very center and get the first four targets that rotate into view. Since one hit take out a target, you'll know when you're done with the fourth one. Move over to the right, and use the same process of letting the targets come to you as you stand and land bull's-eyes on each one of them. It's actually much easier than it sounds.

Crossbow

*First Appearance: **Level 6***

GS: 72 TL: 2 min.

The target doesn't move, so it's actually very difficult to FAIL this test. We swear they created it for people who don't know their head from a hole in the ground.



Make sure to keep bolts from hitting the same exact spot.

GS: 90 TL: 2 min. AL: 20

Try to keep your shots slightly varied as far as target position. You won't get credit for two bolts that land on the same exact pixel.

GS: 150 TL: 30 sec.

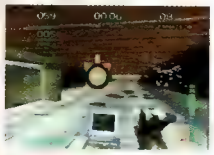
This test is the same as the silver but with a moving target instead of stationary one. And again, just like the test on silver, you'll need to keep the Crossbow bolts from landing directly on top of one another. Make sure to time the arrows as the target flips from front to back. You'll only have time to reload twice (for five shots), and once more for a spare single shot.

Tranquilizer

First Appearance: ***Level 8***

GS: 120 **TL:** 2 min.

Just go all out with this test and turn it into a festival of darts. Score 12 bull's-eyes, and win the bronze.



A high rate of fire and spot-on accuracy — what else could you want?

GS: 250 **TL:** 20 sec.

This test is the same as above with the added difficulty of flipping targets. Make sure to keep those darts-a-flyin' as you need A LOT of points to pass this test.

GT: 18 **TL:** 15 sec. **AL:** 18

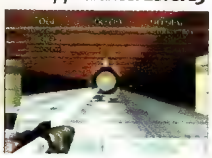
This is one of the hardest tests of all, so here's our quick method:
Strafe into aim for the first eight, then turn and pivot for the next four (look left to right w/out moving). Strafe into aim for the next five, then turn to the right after you reload for the last target.
**Pattern: Middle, right, middle, right, middle, left, left, right, left, right, left, middle, left, middle, left, right, right, center.*

Laser

First Appearance: ***Level 15***

GS: 250 **TL:** 2 min.

Shoot 25 bull's-eyes one after another on a stationary target — not exactly a hard thing, by any means.



The Laser is deadly accurate, but weak as a slingshot.

GS: 180 **TL:** 20 sec. **MA:** 80%

Stand in one spot, and pivot from one point to another trying not to shoot when the target flips — you'll keep your accuracy above 80% with ease.

GS: 250 **TL:** 20 sec. **MA:** 100%

You'll need to land 12 shots per target, sweeping from left to right without missing. You'll have a chance to make the 250th point on your first shot of the third target if you land ALL bull's-eyes. But we all know that's not gonna happen, right? Even without trying for all bull's-eyes, the test is actually very easy to pass. The Laser has no inconsistency with its aim, so if you miss a target, it's your own fault.

Grenade

First Appearance: ***Level 3***

GT: 3 **TL:** 2 min.

Throw the Grenades at the ground early (or short) to compensate for the bounce. Get it to "skip" a few feet before it explodes.

Proximity Pinballs are great for target practice...

GT: 18 **TL:** 30 sec.

After you throw your initial Grenade, immediately start throwing more Grenades into the same exact location, creating a "chain-explosion" effect.

GT: 4 **TL:** 30 sec. **AL:** 6

Get ready for fast moving targets, in a circular pattern, only appearing one at a time. You'll need to be super accurate, and predict where the targets will flip around so that your Proximity Pinballs will explode on impact.
Which mode would I use?
First 2 targets: Proximity Pinballs **Last 2 targets:** 4-Second Fuse

Timed Mine

First Appearance: ***Level 11***

GT: 3 **TL:** 2 min.

Attach the mine to the center target, and 4.5 seconds, it will go off, taking the two other targets with it.

Timed Mines have a 4.5 second delay from the time they leave your hand.

GT: 6 **TL:** 2 min. **AL:** 6

If you judge the distance on this test correctly, you can simply throw one mine in the very center of the room and take out all six targets.

GS: 60 **GT:** 6 **TL:** 12 sec. **AL:** 1

Like the previous test, except with more moving targets. Take the same exact approach, and throw the mine at the floor in the center of the room to take out all six targets at once.
Note: After some time with the mines, you'll learn to adjust for the bounce that they take when they hit floor surfaces like cement. When you attach a mine to wall however, there is no bounce at all, and they stick immediately.

Proximity Mine

First Appearance: ***Level 2***

GT: 3 **TL:** 2 min.

Throw a mine right into the middle of the bunch, then follow up with a second mine a few moments later. Chain explosions man!

Clear out more than one target with a well placed mine.

GT: 3 **TL:** 2 min. **AL:** 6

This is almost the same exact test as above, but with an ammo limit of six mines. Use the "throw one in the middle" technique for an easy medal.

GT: 5 **TL:** 30 sec. **AL:** 4

Throw one in very center of the room, and it will take out four of the five targets (if placed correctly). This leaves you with four mines to take out the last remaining target. Almost too easy for you professional mine-throwers out there. ***Note:*** *Proxy mines only have about a five-foot detection field in-game. We based the range off several trials, derived from one of the player models being approximately six feet tall.*

Remote Mine

First Appearance: ***Level 5***

GT: 3 **TL:** 2 min.

Throw a mine into the center of the room. But before it even hits the ground, use manual detonation trick by pressing A + B simultaneously.

Use the instant detonation trick by pressing both A + B at the same time.

GT: 4 **TL:** 2 min. **AL:** 4

The same as the bronze, but with only four mines to complete the job. Again, you can take out all four targets with one well placed mine (on the floor).

GT: 7 **TL:** 12 sec. **AL:** 2

The easiest gold medal of all the weapons available in the firing range has to be the Remote Mine. We beat it our first time we tried in less than 5 seconds! If you just can't seem to figure it out, try throwing a mine toward the rear of the room (on the floor, in the center). Then follow up with a second mine just a little closer which can be detonated almost immediately to set off the other mine. Simple, eh?

GENERAL TACTICS

The following two pages are your basic strategies for completing the Solo Missions in Perfect Dark. Some of these apply to multiplayer as well, but not all.

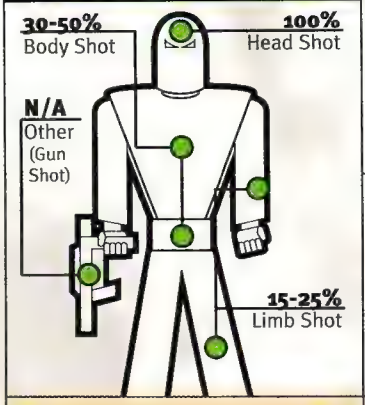
SOLO MISSIONS

Enemy Information

Just as your auto-aim gets progressively worse on harder and harder difficulties, your enemies' statistics work the opposite, becoming considerably higher. Be aware that one or two shots from the Falcon 2 might take out a guard on Agent, but on Perfect, it can climb in upwards of 9-10 shots (depending on where and what combo of shots you get). Unlike Goldeneye 007, guards will NOT survive a clean shot to the head. Make it a priority to get them whenever you get the chance.

For a general idea of how much damage your shots will do, check out the damage chart to the right. Also check out the info chart down below.

Guard Damage



These percentages may vary, according to which difficulty you're playing, which weapon you're using, and how far you are in the game. This chart is only meant to give you a general idea.

	Agent	Special Agent	Perfect
Overall difficulty	Easy	Average	Hard
Number of objectives	1-3	2-4	3-5
Enemy health	Low	High	High
Enemy damage dealt	Low	Moderate	High
Enemy reaction time	Low	Moderate	High
Enemy accuracy	Low	Moderate	High
Ammo dropped (per clip)	20	15	10
Shields (per level)*	2	1	0

**There are a few exceptions to this rule, but they are isolated*

Nice Freakin' Auto-Aim!

The effectiveness of the auto-aim feature is significantly reduced as you increase the difficulty level. On Agent, and sometimes even Special Agent, it works wonders! But on Perfect Agent (when you need to rely more heavily on your manual aim), it's more of a hindrance than a help. Do like us, and turn it off when it gets in your way.

Biting Off More Than You Can Chew?

Having trouble with a specific level because you insist on only playing it on Perfect Agent? Well... Rareware designed the game to played in order of difficulty (beginning on Agent, and then progressing to Perfect Agent), so that the gamer would actually be able to play through three separate games and learn progressively more and more information each time through the game. If you just try to hop on Perfect Agent without even dabbling with the Agent or Special Agent missions, how can you even hope to complete it? We're not saying it can't be done — because we know how crazy some of you are. Some of you will ignore this little tip and probably rip it out of this guide as soon as you read it! We're simply saying that you should play the game the way it was MEANT to be played, that's all.

The Double-Crouch

In GoldenEye, crouching was one of the stupidest things you could do. Once in a blue moon, you'd need to crawl through a tunnel, but that was about it. In Perfect Dark, you can crouch not only once (hold R, press C-down), but twice! The second time you crouch, you'll be able to fit into otherwise inaccessible areas, and with certain weapons, your accuracy from shot to shot will be dramatically improved.

Manual Reload

Instead of letting your weapon run dry in the heat of battle, it's much more strategic to drop back into safety and manually reload. It's very important when playing on Perfect Agent — especially since the enemy reaction time is bumped up considerably, which leaves you little time to be fumbling around with a reload during a duel.

Use Short Controlled Bursts

When playing on Perfect Agent, you'll learn to conserve your ammo almost naturally. But even on Agent and Special Agent, it's actually to your advantage to fire your weapons in bursts, instead of going fully automatic. You've probably noticed that it's wise to hit enemies with a burst up front to stun them, then to follow up with the finishing blow as you close the distance. Just remember that if you always opt to go full bore, you'll waste ammo and also become less accurate.

The Mental Ammo Count

When fighting a large group of enemies, try to make a mental note of how many guards you eliminate. That way, when they pile up, you'll know exactly how many ammo clips to pick up before leaving the area. We found ourselves overlooking clips when we didn't follow this procedure. It's very simple, but it's also very effective.

Run For Cover!

In the middle of a standoff, it's quite common to run out of ammo. Once in a while, when you switch to a new weapon, you'll accidentally select a weapon that either has no ammo, or is the wrong weapon for the job. When this happens, don't miss the chance to fall back into a safe spot and get situated. Even if you just back up around a corner, that should be more than enough time to equip a different weapon and get back into action.

Increasing The Distance

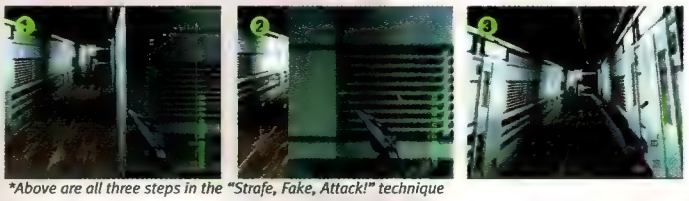
Whenever you get the chance, try to fight enemies from as far away as possible. Closing the distance works well for explosive weapons, but for standard projectile weapons, you'll want to keep as far away from an enemy as possible. If you know of a long hallway or open area where you can lure groups of enemies—then by all means, do it!

Shields

The Shield works much (if not exactly) like the Body Armor from Goldeneye 007. Instead of acting like traditional armor and absorbing a percentage of your total damage received, it basically acts as a second health bar. So in theory, when you get a Shield, your health is doubled. Umm... like get a Shield or something, OK?

Strafe, Fake, Attack!

On Perfect Agent, it's tough to beat the computer AI to the draw. If you walk around a corner and try to shoot at an enemy agent, nine times out of ten they'll hit you before you even get the chance to return fire. The best strategy to combat this is to strafe into range and then immediately duck back behind the wall. As you do so, they will let loose a hail of gun fire. When it stops, strafe out into the open area and you'll catch them off guard for the easy kill. It works like a charm, every single time!



**Above are all three steps in the "Strafe, Fake, Attack!" technique*

That Goofy Cloaking Device

The Cloaking Device in Perfect Dark is exactly like those in every other video game, movie, and sci-fi book to date. You can use them and run around undetected, but the second you shoot a weapon, you become uncloaked and are vulnerable to attacks. These are somewhat useful in the solo missions, since the enemy AI will be oblivious to your presence even when you're standing right next to them. What we here at Versus wanna know is: why can't someone finally freakin' design a Cloaking Device that allows you to both shoot and stay cloaked at the same time? Is it like some kind of unspoken intergalactic law or something?

Quick Weapon-Select

In GoldenEye 007, it was so easy to accidentally pass up your desired weapon in the heat of battle, which is why Rare implemented this new and improved feature: the Quick Select. Gone are the days of flipping through 5 or 6 weapons just to get to the one you want. Now, you can just press and hold the A button to access the quick select. Highlight the weapon you want, and it's done. And as always, if you only need to back up one slot, the good ol' Goldeneye 007 trick where you hold A and tap the Z trigger (once) works extremely well.

Auto-Aim Through Walls?

Once in a great while, you can actually use your auto-aim to see if any enemies are on the opposite side of a wall. It's good to see if a large group of enemies might be waiting around a corner, or inside an elevator. It also works with certain floor tiles as well.

**You can achieve a similar effect with the IR Scanner.*

Explosions Through Walls/Floors

With certain weapons (i.e. Rocket Launcher, Phoenix, Devastator), you can take care of enemy guards through thin walls or floors. Scope out your surroundings, and be aware that this cheap tactic could save you on the tougher difficulty settings.

Ammo Penetration Through Doors

Just like GoldenEye 007, certain weapons in Perfect Dark have high-powered projectiles that actually penetrate doors. Here is the complete list of weapons that do, along with the specific function that does so (either primary or secondary):

1. DY357 Magnum (Single Shot)
2. DY357-LX (Single Shot)
3. Callisto NTG (High-Impact Shells)
4. FarSight XR-20 (Target Locator)

**This list does not include explosives*

Remote Mine Trick: Instant Detonation

This is more of specific weapon trick than a general strategy, but we figured we'd list it here since it's so darn unique. When playing with Remote Mines, most of you probably switch over to the detonator to actually set them off, right? Well, that's actually the long and drawn out method. What you're supposed to do is press A + B together when you want the mine to go off. This is a classic trick for GoldenEye 007 that works equally well in Perfect Dark.

Proximity Mine Setups

If you're given a set of Proximity Mines on one of the Solo Missions, it's usually for good reason. We found ourselves thinking up all sorts of slippery traps when we got the chance. Try to use them in areas where lots of enemies stack up — the splash damage of one mine can easily take out four or five enemy guards if they come running in one right after another. Play a level a few times to see where these might be useful, and trust us, it's usually worth it.

Dealing With Motion Blur

Motion blur is an effect that's meant to cause disorientation and lack of focus to the player. Your accuracy will go down, and the rate at which you move (accurately) will decrease. The only way to get rid of motion blur is to walk it off — that's right, you won't be able to just sit and wait it out. The more you walk, the better your vision will become. Below is list of the various things that cause motion blur, rated per hit.

Motion Blur Cause	Amount
Repeated Punching / Pistol Whipping	Low
Poison Gas	Low
Tranquilizers	Moderate
Poison Knife / Crossbow	Moderate
Radioactive Areas	Moderate
N-Bombs	Very High

**Check the screenshots below for the three main categories of motion blur.*

Mild

Considerable

What The?

Movement Speed... It changes?

Joanna moves at several different rates of speed depending on what she's currently doing. If you're just walking with the control stick, she'll be slow. But if you use the strafe keys (C-right, or C-Left), her speed will be notably higher. Another thing to note is the fact that Joanna picks up speed as she strafes further and further (in distance) without interruption. As long as you don't stop for anything, you'll hear Joanna's footsteps get closer and closer together until they finally peak out. Go into a multiplayer level and try racing a friend from one side of the room to the other if you don't believe us.

Strafe Into Aim

A rather advanced tactic that should only be used if you've mastered the art of prediction, and are aware of enemy locations at all times. What exactly is it? Instead of manually aiming and adjusting your crosshairs to hit enemies on both the X and Y axis (vertically and horizontally), why not limit your margin of error by only using one axis at a time. You see, if you can align your crosshair vertically, then you don't have to struggle with tracking the enemy on this axis. Now, you can just focus on strafing from side to side (horizontally), and increase your overall hit percentage tenfold.

The Fluster Cuck

If you encounter a room full of enemies that attack from many different angles (a.k.a. "The Fluster Cuck"), you should try to lure them out into a big pile and take 'em all out at once. Instead of walking into a meat grinder, you'll now have the advantage by making them follow you to a more tactically favorable position.

01 LEVEL

DATADYNE

DEFECTION

CHEATS

Classic Sight

Complete on any difficulty level to earn.

Marquis of Queensbury Rules

Complete on Special Agent in 1:30 (or under) to earn.

OBJECTIVES

Agent

1. Gain entrance to laboratory

Special Agent

1. Disable internal security hub
2. Obtain keycode necklace
3. Disable external comms hub
4. Gain entrance to laboratory

Perfect Agent

1. Disable internal security hub
2. Obtain keycode necklace
3. Download project files
4. Disable external comms hub
5. Gain entrance to laboratory

Agent	Items	Agent	Items
★ ★ ★	Falcon 2 (silenced) x2	★ ★	ECM Mine
★ ★ ★	Falcon 2	★	Shield x2
★ ★ ★	CMP 150	★	Shield x1
★	Laptop Gun	★	Shield x0
★	Data Uplink		

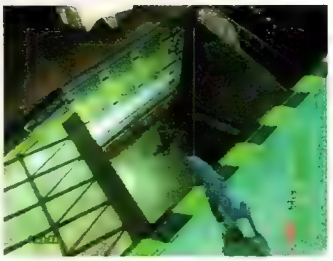
AGENT

DIFFICULTY: EASY

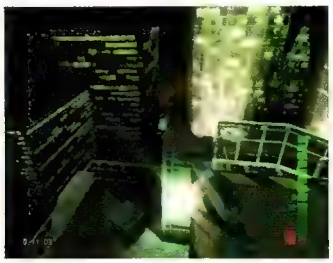
1 Fall off the ledge at the start (running toward the dataDyne symbol), and then take out the first guard who lurks below. Use the Falcon 2 (silenced), and after one or two shots, he'll fall. Proceed through the grate, wrap around the corner and take out the guard hiding up against the wall. Near the fan, you'll see another steel grate door. Open it, and then head down the stairs and out through the brown door at the bottom.

2 Take out the two guards and access the second glass elevator to get down to the lowest floor. If you accidentally went in the wrong elevator, just keep accessing it when it stops (two times) until it takes you all the way down. Eventually, you'll arrive at the very bottom.

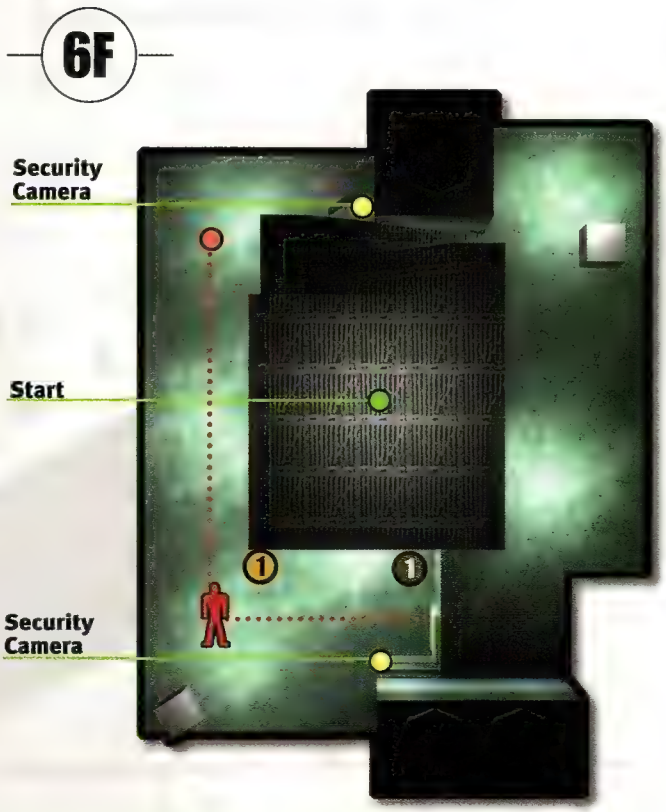
3 When you arrive on the bottom floor, shoot out the small glass panels and snipe the guards from the upper terrace before falling off the ledge. Grab the the two CMP150s from the rack, and then take a left and follow the hall that leads up to the



Your best bet is to take out this guard before he even knows what hit him.



On Special and Perfect Agent, watch out for the security cameras up on the walls.



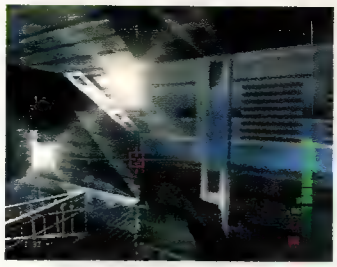
door. Enter, and take out the 6 or 7 guards inside. Take two more right hand turns and you'll end up in the elevator, completing your first and only objective: **1. Gain entrance to the laboratory.**

AGENT SPECIAL
DIFFICULTY: EASY

1 The Special Agent difficulty adds a few extra hazards to watch out for. First and foremost are the security cameras up on the roof. Make sure to take out the security camera before falling down and attacking the enemy agent. If the camera detects you, you'll have to fight a couple of extra enemies until the alarm finally shuts off (the alarm lasts 30 seconds when you set it off!). It's not that big of a deal if you get caught, but it's something that you'd probably rather avoid if possible.

Head through the steel grate door and take out the guard hiding over to the right. Much like the roof, this room has a security camera that needs to be destroyed. You'll see it under the ledge, and it should be taken out before you even enter the room itself. Head over to the Internal Security Hub, equip your ECM Mine, and attach it to the very center of the control panel. When you do so, you'll complete your first objective.

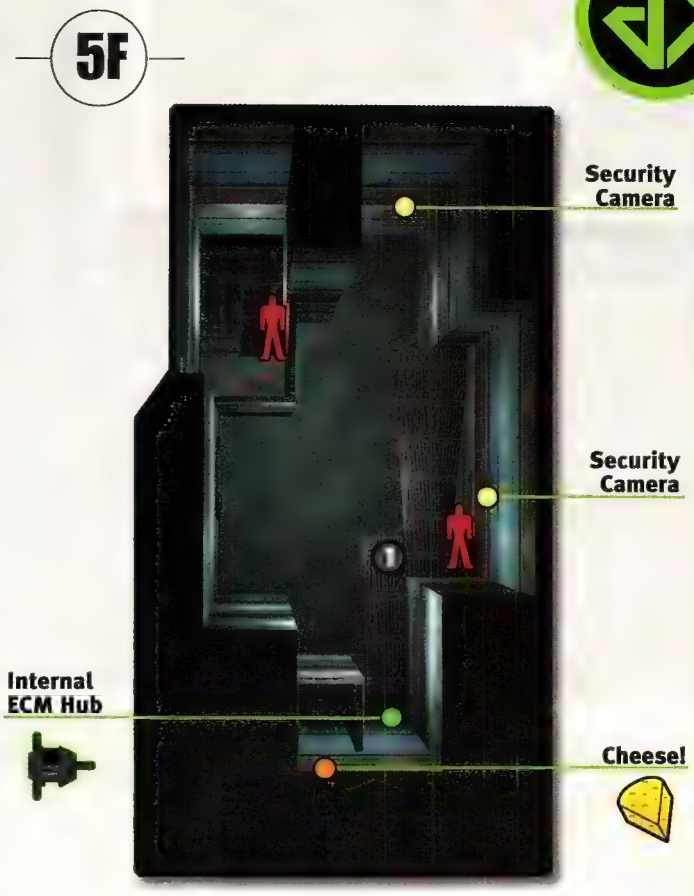
2 Enter the steel grate, and then head down the steps and go through the brown door. Take out the guards before entering Cassandra's Office, otherwise they'll follow you inside and interfere with the transaction. Unequip your weapons, and knock ol' Cassandra upside the head with your fist. As you do so, you'll complete: **2. Obtain keycode necklace.** Leave Cassandra's Office and head to the left, and through the brown door and down one flight of stairs.

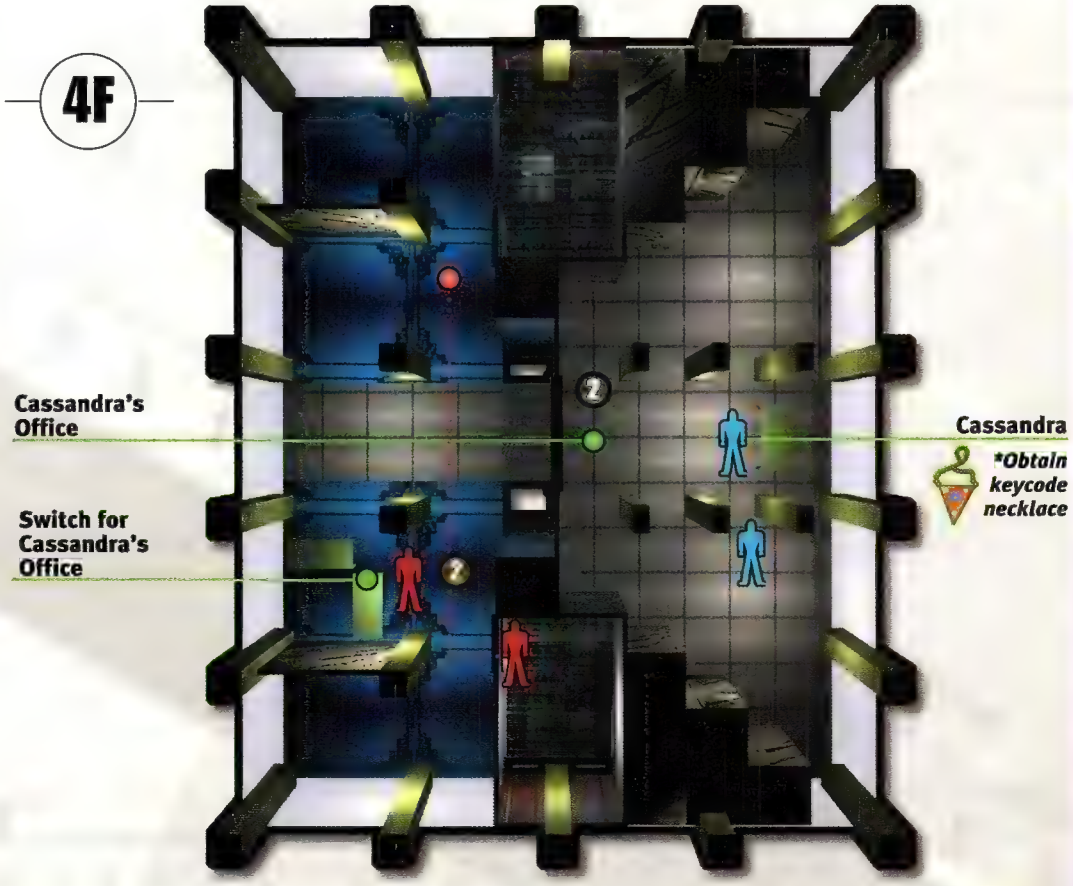


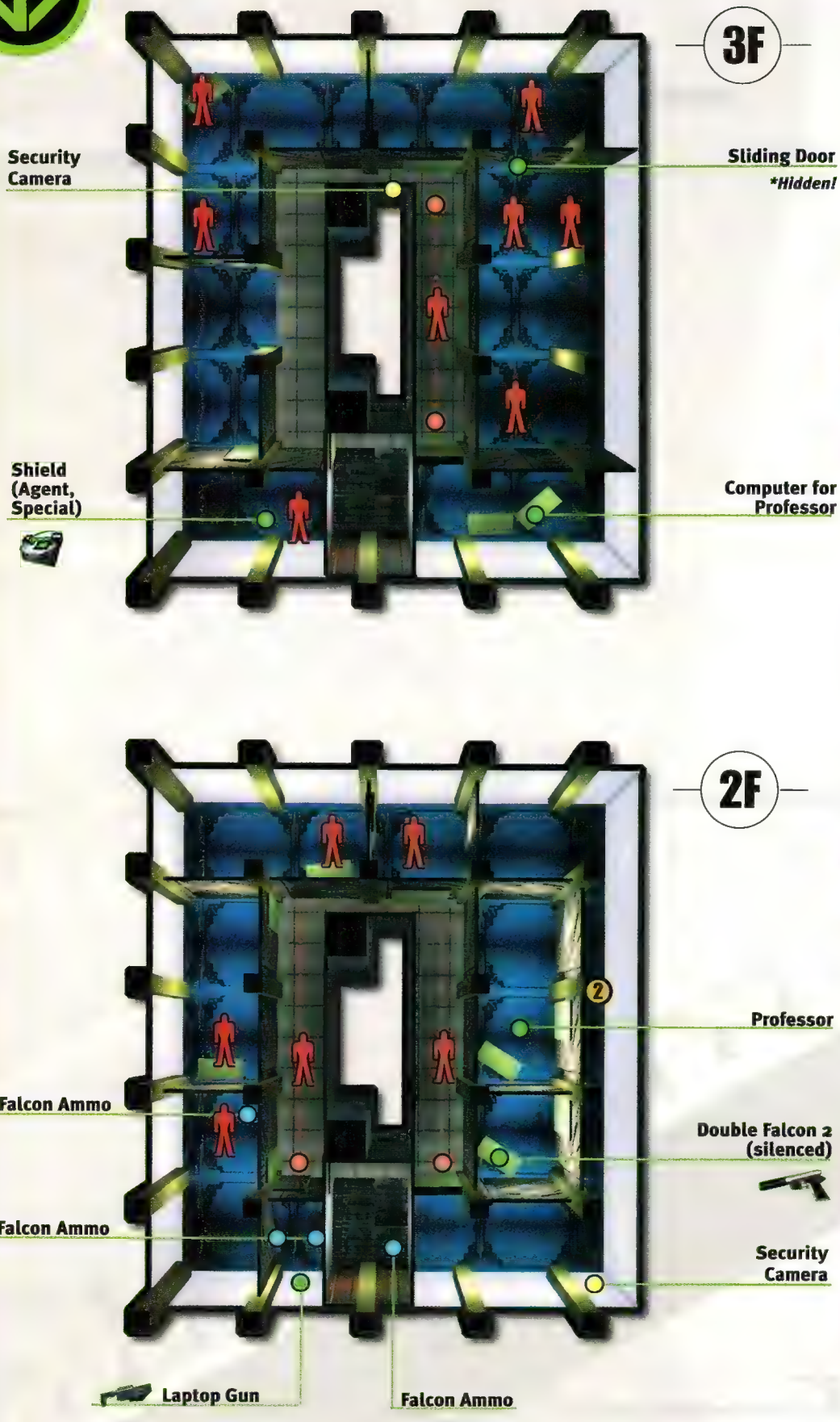
A good player should be able to shoot this guard from around the corner.

If you walk around the corner to the left, you encounter two guards, the latter of which drops a Shield. If you're low on health, or just want some extra insurance for completing the level, definitely take the extra time to snatch this item.

3 Return back to the elevator, and take it all the way down to the bottom. When you get off the elevator, you'll be ambushed by several enemy agents. Take 'em out, and then proceed down into the right hand door. Whip out your second ECM Mine, and attach it to







the center of the External Comms Hub. When you do so, you'll complete: **3. Disable external comms hub.**

4 When you're all finished, run back to the door and take care of the last couple guards, and access the final door to complete: **4. Gain entrance to laboratory.**

PERFECT

DIFFICULTY: HARD

1 On Perfect Agent, there are a few key differences that will make this level just a little bit tougher. There are now **TWO** security cameras outside the main roof area, and there are also **TWO** cameras inside the first room connected to the roof. You'll also need to press the red button on the desk right outside Cassandra's Office to gain access. After that, you'll need to find the professor and have him download the project files. And above all, you won't have access to a Shield.

2 Begin the level just like you did on Special Agent, except now you'll need to take out **TWO** security cameras before attaching your ECM Mine on the center of the control panel. This will complete **1. Disable internal security hub.** Run through the next couple of rooms and make your way out into the main hallway near Cassandra's Office. Press the red button on the

If you let the Professor go up ahead on his own, he'll unlock the door that leads to the Laptop Gun.

nearby desk to open up the door to her room. Just like Special Agent, you'll need to run inside and knock her out to complete **2. Obtain keycode necklace.**

3 Instead of running all the way down to the bottom floor, you'll first need to go down two flights of stairs and locate the professor. He's inside the locked door on the outer hallway. Stay by the door, and after a few seconds, it will open up as the professor walks out. You'll need to hold him at gunpoint and stay close to him all the way up to the computer access terminal. When he finally says "Ok...I'm in!," you need to shoot him. If you don't, he'll delete the files and you'll fail the mission. Take out your Data Uplink and wait until all of the necessary data has been retrieved. This will complete **3. Download project files.**

Head back to the first elevator, and ride it all the way down to the lowest floor. Attach an ECM Mine to the external security hub to complete: **4. Disable external comms hub**, and then head for the exit. Note: If you have the Laptop Gun, just set it up at the base of the main stairway and it will take care of every single guard that comes out the door. When you enter the elevator you'll complete: **5. Gain entrance to laboratory**.

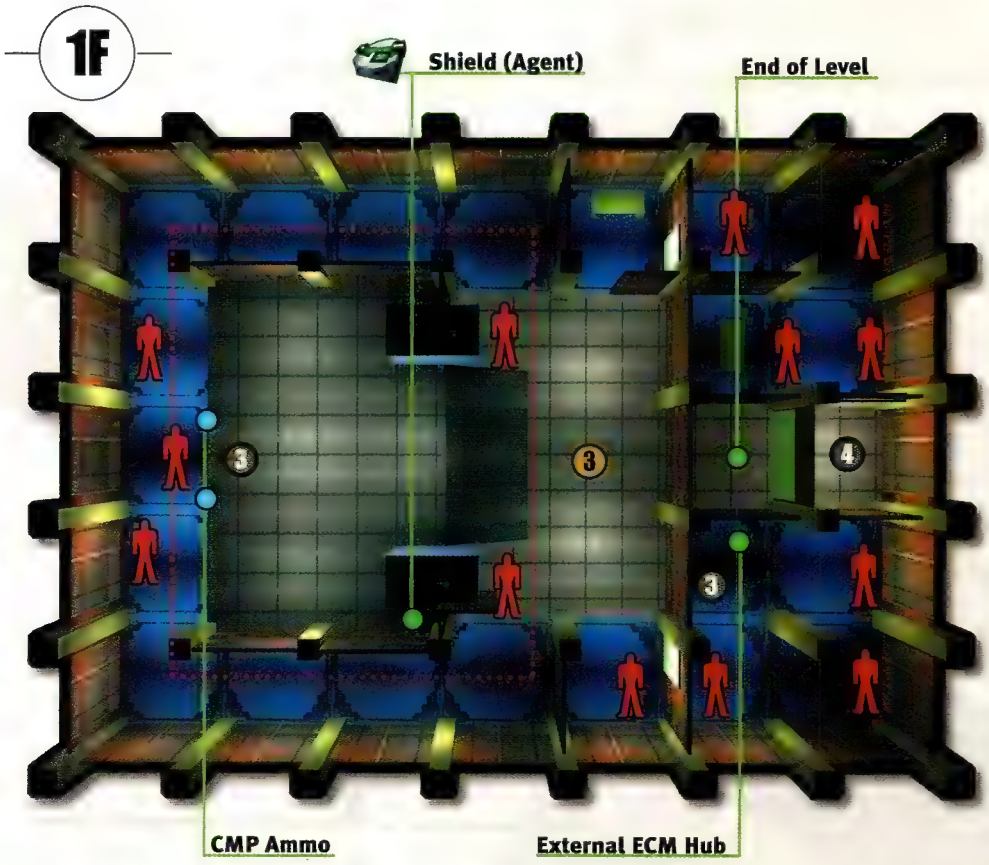
SECRET WEAPONS

Laptop Gun — **Perfect Agent**

To get the Laptop Gun, let the professor run up ahead of you and he'll unlock a secret door near the second elevator. If you have him at gun point, he WILL NOT unlock it. The key is to let him run up ahead, and then track him down and make him access the files once you've acquired the Laptop Gun.

Falcon 2 (x2) — **All Difficulties**

When you get down to the third floor (the lowest one before heading all the way down to the bottom), find the small office with the lone enemy agent inside. When you kill him, he'll drop an extra Falcon 2. While not quite as rewarding as some of the other secret weapons in this guide, the dual Falcon 2 (silenced) is a bad-ass setup to have when you're in a jam!



SPECIAL AGENT: FOR CHEAT

Target Time: 1:30
Cheat Earned: Marquis of Queensbury Rules (no equipped weapons for enemies)
Overall Difficulty: Moderate

Walk-Through

❶ Start by equipping your ECM Mine up on the roof, and then by immediately jumping off the ledge and heading for the first security hub. Attach your ECM Mine and quickly turn 180 degrees for the steel grated door.

❷ When you exit, access the first elevator and then immediately head for Cassandra's Office. *(Note: If you're fast enough, you should be able to get on the elevator as it arrives.)*

❸ Knock out Cassandra quickly, and then head back outside to hop on the elevator. It should be there within seconds of your arrival. As you're riding down to the lowest floor, equip your ECM Mine and prepare for an onslaught of enemy agents.

❹ Run directly toward the second security hub and attach it amidst the hail of enemy gunfire. Don't worry about taking damage — you should have enough health to take quite a beating and still make it out alive.

❺ All you need to do now is to dash out the door and run to the level exit! Remember not to stop and mess with any of the guards. Just bob and weave right in between them for the best possible time.

02 DATADYNE RESEARCH

LEVEL INVESTIGATION

CHEATS

Slo-Mo Single Player

Complete on any difficulty level to earn.

Pugilist

Complete on Perfect Agent in 6:30 (or under) to earn.

OBJECTIVES

★ Agent

1. Holograph radioactive isotope
2. Locate Dr. Caroll

★ Special Agent

1. Holograph radioactive isotope
2. Start security maintenance cycle
3. Shut down experiments
4. Locate Dr. Caroll

★ Perfect Agent

1. Holograph radioactive isotope
2. Start security maintenance cycle
3. Shut down experiments
4. Obtain experimental technologies
5. Locate Dr. Caroll

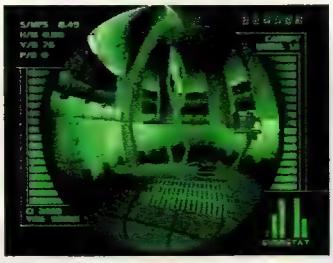
Agent	Items	Agent	Items
★☆☆	Falcon 2	★☆☆	Proximity Mine
★☆☆	CMP 150 (x2)	★☆☆	CamSpy / Data Uplink
★☆☆	K7 Avenger	★	Shield x2
★☆☆	Dragon	☆	Shield x1

AGENT

DIFFICULTY: EASY

1 Exit the elevator and head straight out and to the left. Take out the guards, and then proceed through the steel door up ahead. As you go into the main room, turn right and go through the large double steel doors. Equip your CamSpy and fly it into the center of the room to snap a clean picture of the radioactive isotope. This will complete objective: **1. Holograph radioactive isotope.**

2 When you get back out to the main room, take a right and head through the large steel door. Follow the path past the guards, and to the very end. Take a right, and proceed through the next couple doors until you encounter a laser grid security system. Wait for the little robotic droid to come and disarm them, at which point you can just follow him right through. Exit the hallway through the door at the very end.



Use the CamSpy to photograph the radioactive isotope.

3 Take out the guards in the large circular room (grabbing the **Shield** from the glass case), and then continue down the straight path until it wraps around to the left. Once inside the following room, go straight through the large steel door and complete your final objective: **2. Locate Dr. Caroll.**

SPECIAL AGENT

DIFFICULTY: EASY

1 As you exit the elevator, head to the right and take out the small group of enemy agents to get some extra ammunition. It's not required, but highly recommended. When you're finished, head back the way you came and up to the first steel door. When you go through, there will be four enemy agents inside. Continue out into the large room in the center of the level before opening up the steel door on the right. Use your CamSpy to snap a picture and complete your first objective.

2 Head back out into the main room, and then over to the small steel door on the far left side. There will be a whole slew of guards waiting inside — we think the Falcon 2 is best for this section. Continue down the path before turning around the corner and going through the door labeled "Sector One." Take out the few remaining guards, and then walk over to the computer panels. Activate the panel closest to you first, and then walk up to activate the second panel. When you do so, you'll complete: **2. Start security maintenance cycle.**

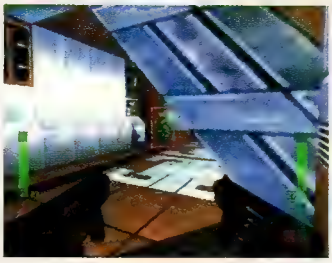
3 Backtrack to the main room on the upper floor, and then proceed through the large steel door and out into the long guard-ridden hallway. Take the first path to the right, and hold the scientist at gunpoint to shut down one of the experiments. When you're finished, run all the way down to the end of the main hallway, and enter

Follow the cleaning robot into the hidden maintenance shaft.

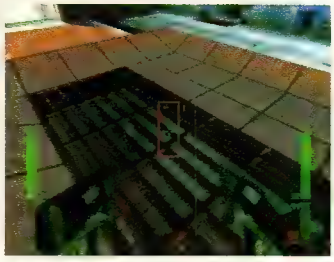
A
Laser Grid Hallway
Experiment CPU
Cheese!
2
Experiment CPU
Dragon/K7 Ammo
Dragon/K7 Ammo
Experimental Item #2
Night Vision Goggles
Experimental Item #1
K7 Avenger
Dragon/K7 Ammo
Dragon/K7 Ammo
Experiment CPU
Maintenance CPU
Radioactive Isotope
Proximity Mine
1
Weapons
Cache CPU
Shield (Agent)
Secret Door
CMP150 (x2)
Start

the door on the left. Inside, activate the two top most computers yourself (the ones on the corners), one of which will shut down the second experiment. Enter the steel door behind the computer desk, and shut down the final experiment completing: **3. Shut down experiments**. Whichever scientist you talk to last will be the one to set of an alarm. It's not really a big deal, but that's one less headache you'll have to worry about if you just avoid them altogether. The experiment computers are random. Often, they are one of the two outside computers. Try those first!

4 Cross the hallway and proceed through the steel doors that lead to the laser security grid. Wait for the maintenance robot to cross through them, and then quickly follow him all the way to the other end. If you're low on health, the shoot out the glass in the large tank toward the left side of the room for a **Shield**. Otherwise, just continue on through the next couple doors until you get to the computer terminal. Take out the two guards (taking their **Dragons**, of course), and then use your Data Uplink on the computer terminal to gain access to the final sector of the complex. When you access the computer, be prepared to quickly switch back to your weapon and take care of the two guards who come dashing out through the door to your rear. Take out the guards in the large room following the door before heading straight to the end of the hallway. There are two sentry turrets up on the ceiling inside — which are easily the toughest task you've faced yet. We found it easiest to just equip the Dragon and use the manual aim to take them both out quickly. Creep up, shoot, then creep back. When the coast is clear, open the next door to complete your final objective.

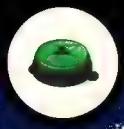


Don't be afraid to use your Auto-Lock if your manual aim isn't working out for ya.



Don't go head to head with the guard holding the K7 Avenger. Instead, just take him out from above!

SECRET WEAPONS

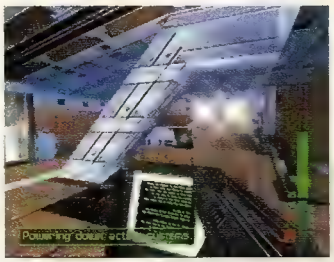


Proximity Mine — All Difficulties

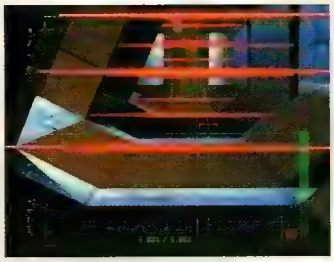
Remember that room with the radioactive isotope? Well it just so happens that if you walk **BEHIND** the little room you'll find a lone **Proximity Mine**. While not quite as impressive as the double CMP150s, at least the Proximity Mine is rather easy to get. "Yeah man, like... we'll go blow stuff up or something!"

CMP150 (x2) — All Difficulties

To get **double CMP150s**, you'll need to make it down to the weapons cache computer without being detected. The key is to wait about 50 to 55 seconds for the first guard to walk past the elevator, and then run outside and head to the left. When you enter the secret door (which the little robotic droid will open for you), run down and around to the steel door with the window. Wait until the two guards walk clearly past the computer, and then access it to unlock the weapons locker. Grab the double CMP150s and blaze away!



The active computers are usually located on the sides of the computer desks. Try these first.



Watch for the cleaning robot to pass through the laser grids. When he does, make a break for it and follow him!

PERFECT

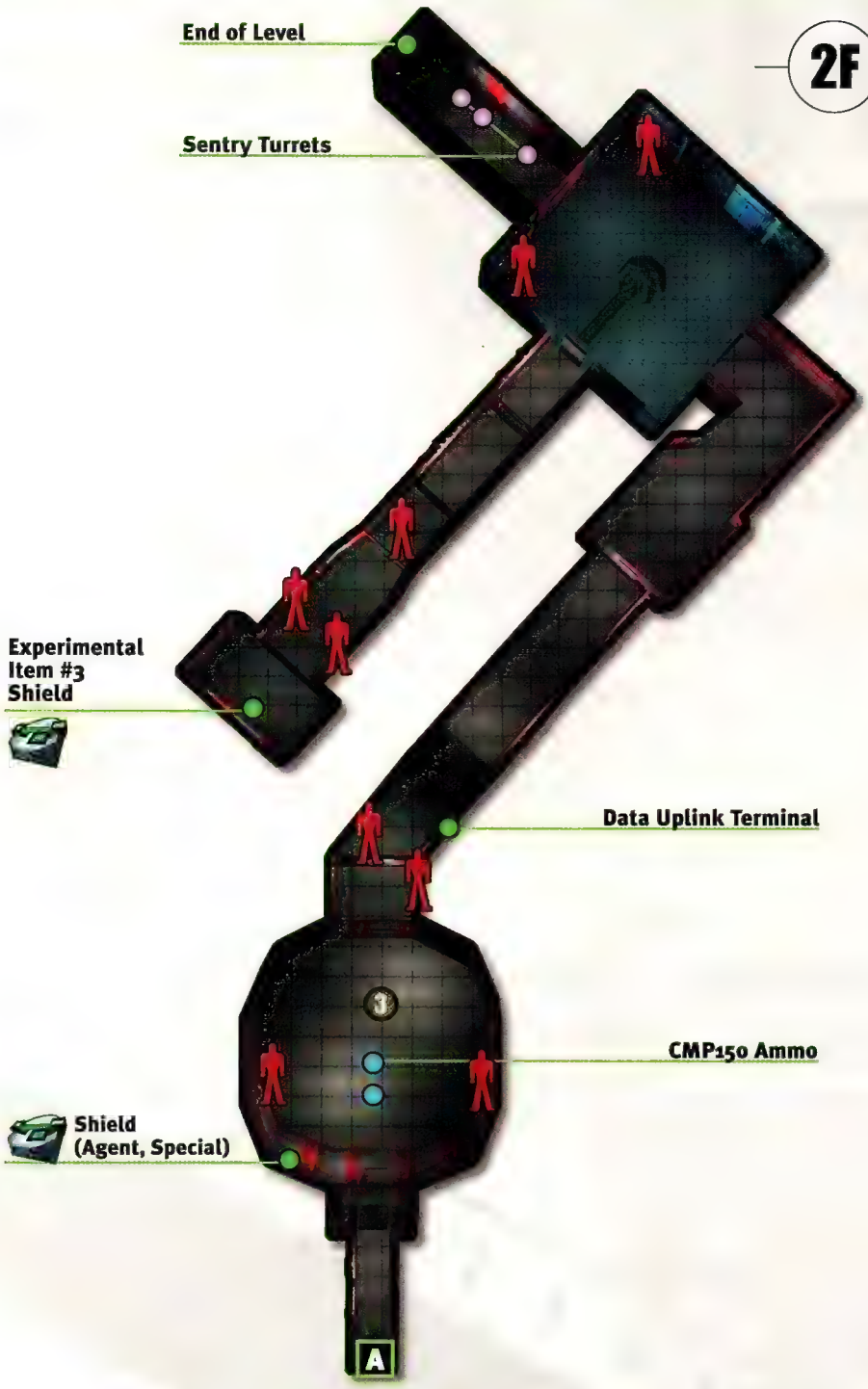
DIFFICULTY: HARD

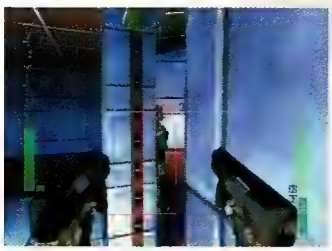
1 Just like Special Agent, head to the right and grab some extra ammo. Believe us, you'll need it. Otherwise, everything else is pretty much the same as it is on Special Agent up until you complete your first objective.

2 Immediately after that, head downstairs and activate the computers to complete your second objective. Then, just like you did on Special Agent, you'll need to shut down the experiments. While you're in the main hallway, check door number two for the **K7 Avenger** (experimental item #1), and then door three for the **Night Vision Goggles** (experimental item #2). Make sure to finish up the rest of the experiments exactly as you did on Special Agent to complete your third objective.

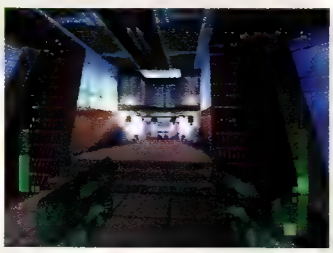
3 Everything else is the same, except that right before you leave through the final door, you should run through the remaining steel doors and proceed through the hidden wall to reveal the **Shield Item** (experimental item#3), completing: **4. Obtain experimental technologies**.

4 When you get to the room with the sentry turrets, take out the two from before (on Special Agent), but then watch out for the third one on the rear side of the second pillar! So yes, on Perfect Agent there's a total of **THREE** sentry turrets in the last room. When you've taken out the turrets, head through the final door to complete the level.

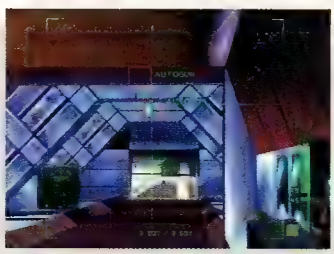




Take out this guard by just barely peeking around the corner.



Run up to the back wall and it will open up revealing the experimental Shield.



Use the Threat Detector on the K7 Avenger to find turrets.

PERFECT AGENT: FOR CHEAT

Target Time: 6:30
Cheat Earned: Pugilist
Overall Difficulty: Moderate

Walk-Through

❶ Start off by running straight for the secret door (take out the guard on the way), then make your way down to activate the two computer panels. Quickly take out the guards (only if they get in your way!) and get back upstairs. Go to the door on your left and use the CamSpy to snap a quick photo of the isotope. Run back to the experiment rooms, shut down all of the experiments.

❷ To save the most time, simply take out the Shock Trooper with the K7 from up above, then run down to the next door and grab the Night Vision Goggles. Leave and head down the hall to the next room. Take out the 3 guards there, then wait for the cleaning hovbot to let you pass through the laser grid. Take out the guards in the next couple rooms, then equip your Data Uplink and access the terminal. Continue blazing through the hallways and grab the Experimental Shield.

❸ Open the door and take out the first sentry gun (make sure you are standing far back, so the second gun can't hit you). Destroy the second sentry turret then make a run for the final door. The last sentry gun takes awhile to start up, so you'll have a few seconds to slip by unscathed. Just make sure you watch out for the one underneath!

03 LEVEL

DATADYNE CENTRAL

EXTRACTION

CHEATS

Rocket Launcher

Complete on any difficulty level to earn.

Hurricane Fists

Complete on Agent in 2:03 (or under) to earn.

OBJECTIVES

★ Agent

1. Access foyer elevator
2. Defeat Cassandra's bodyguards
3. Rendezvous at helipad

★ Special Agent

1. Access foyer elevator
2. Destroy dataDyne hovercopter
3. Defeat Cassandra's bodyguards
4. Rendezvous at helipad

★ Perfect Agent

1. Access foyer elevator
2. Reactivate office elevator
3. Destroy dataDyne hovercopter
4. Defeat Cassandra's bodyguards
5. Rendezvous at helipad

Agent	Items	Agent	Items
★ ☆ ☆	Falcon 2 (scope)	★ ☆	Grenade
★ ☆ ☆	CMP 150	★ ☆	Dragon
★ ☆ ☆	Shotgun	★ ☆ ☆	Night Vision Goggles
★ ☆ ☆	Rocket Launcher	★	Shield x1
★ ☆ ☆	DY357 Magnum	☆ ☆	Shield x0

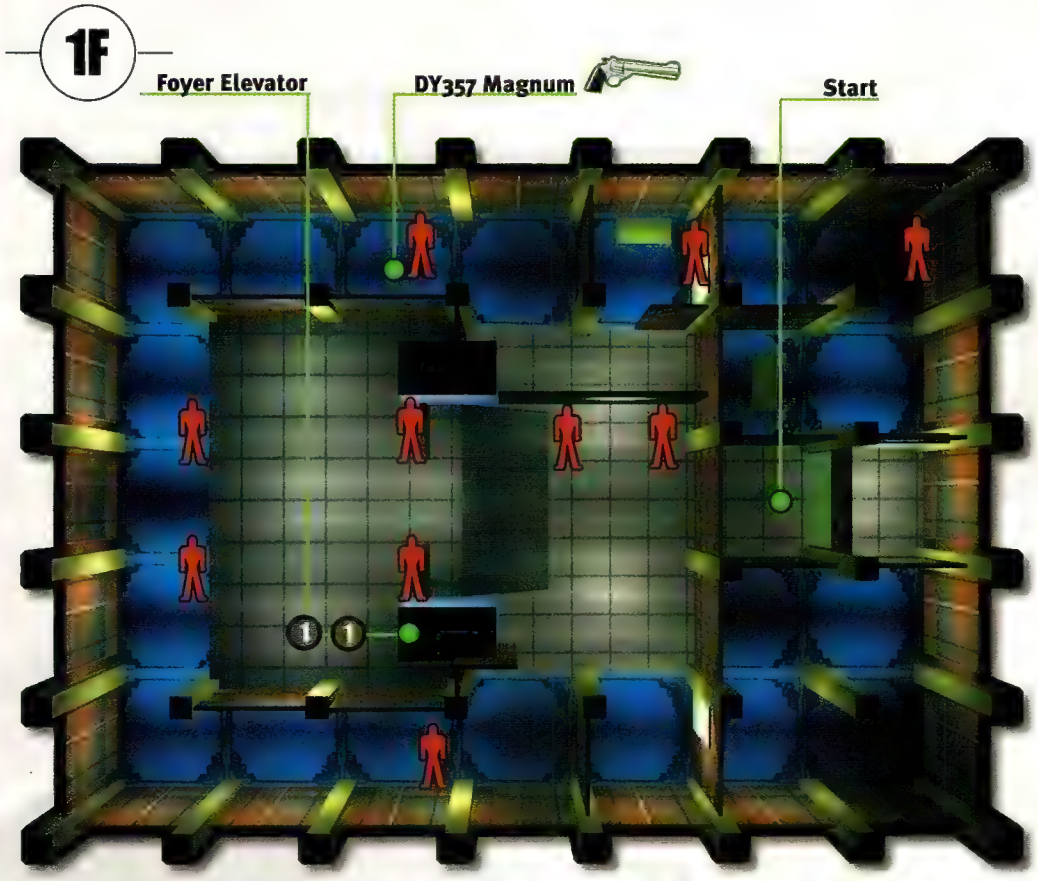
AGENT

DIFFICULTY: EASY

1 The lights will be off until you finally get on the foyer elevator and ride it up to the top.

As such, you should immediately equip your Night Vision and prepare to start sniping enemy agents with your manual aim. You shouldn't have much trouble protecting Dr. Caroll on this difficulty level — the enemy agents don't even really mess with him that much. When you finally get to the elevator, you'll complete: **1. Access foyer elevator.**

2 As you get off the elevator, grab the **Shield** in the room immediately to your left. Head back around the corner and get rid

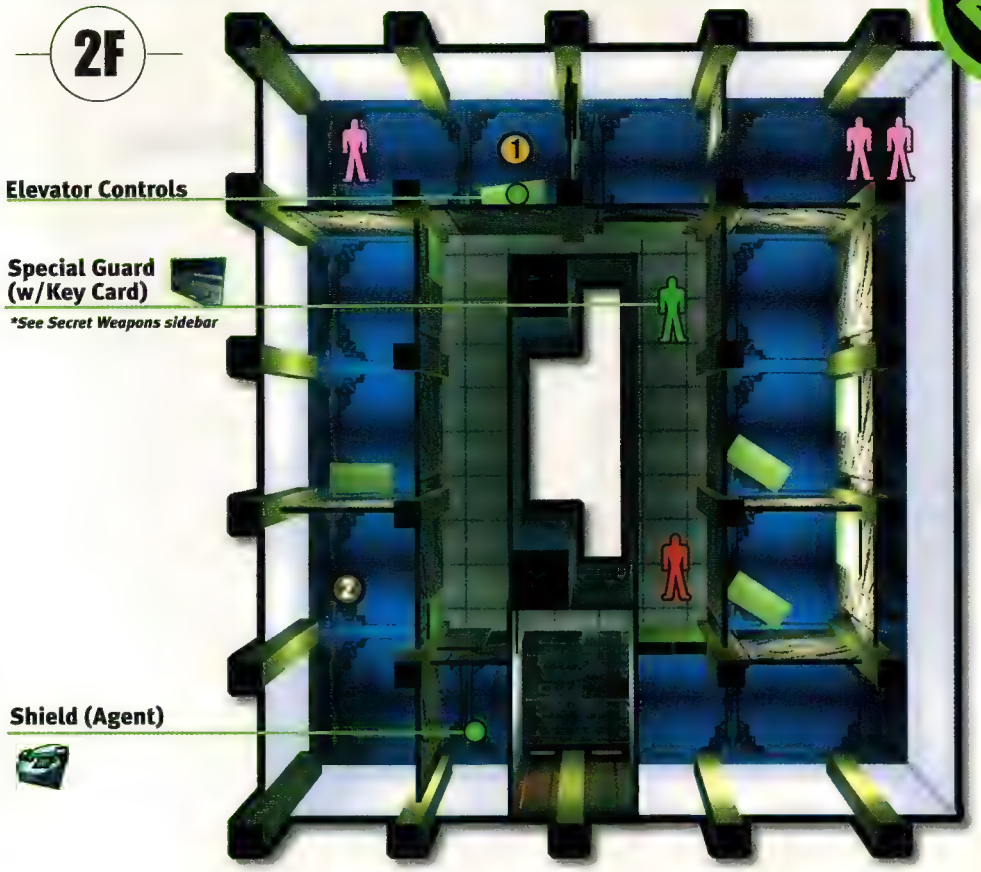


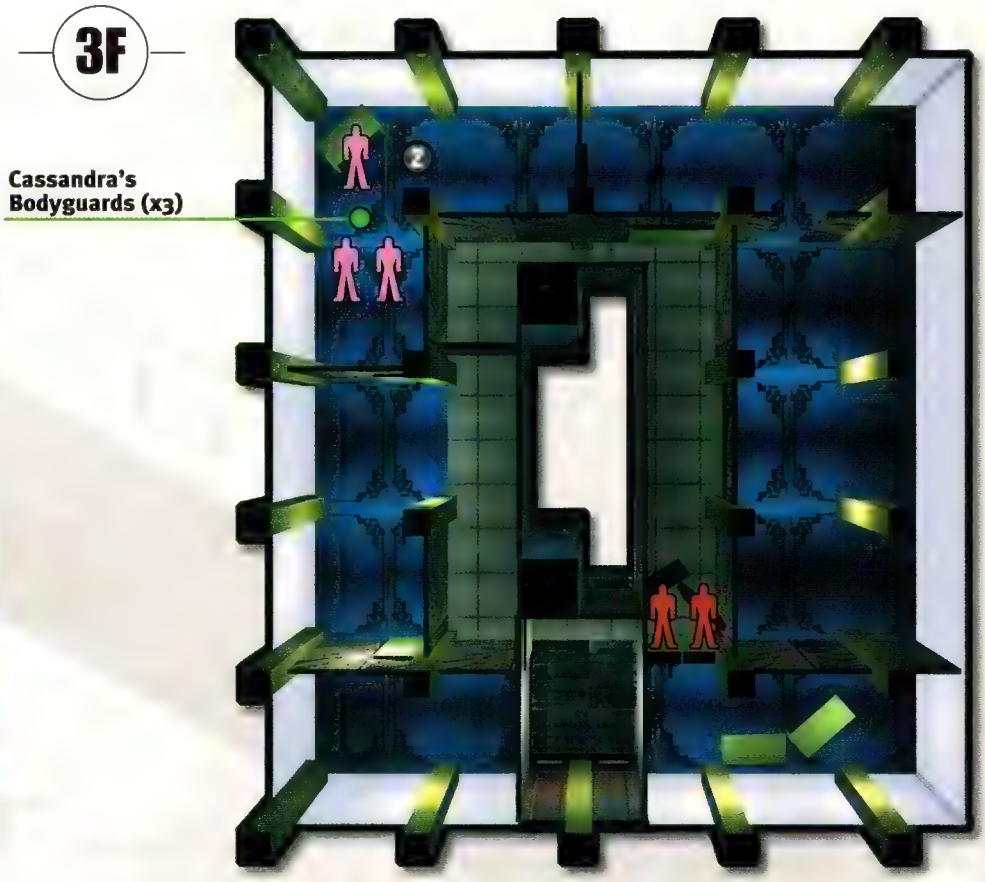
of the two or three bodyguards. Head up the steel staircase and take care of the remaining guards before grabbing the **Rocket Launcher** from the stand. Exit through the brown door that leads up to the roof, and then equip your most powerful weapon up to that point (not including the Rocket Launcher, that is, unless you want to completely MELT all of Cassandra's bodyguards).

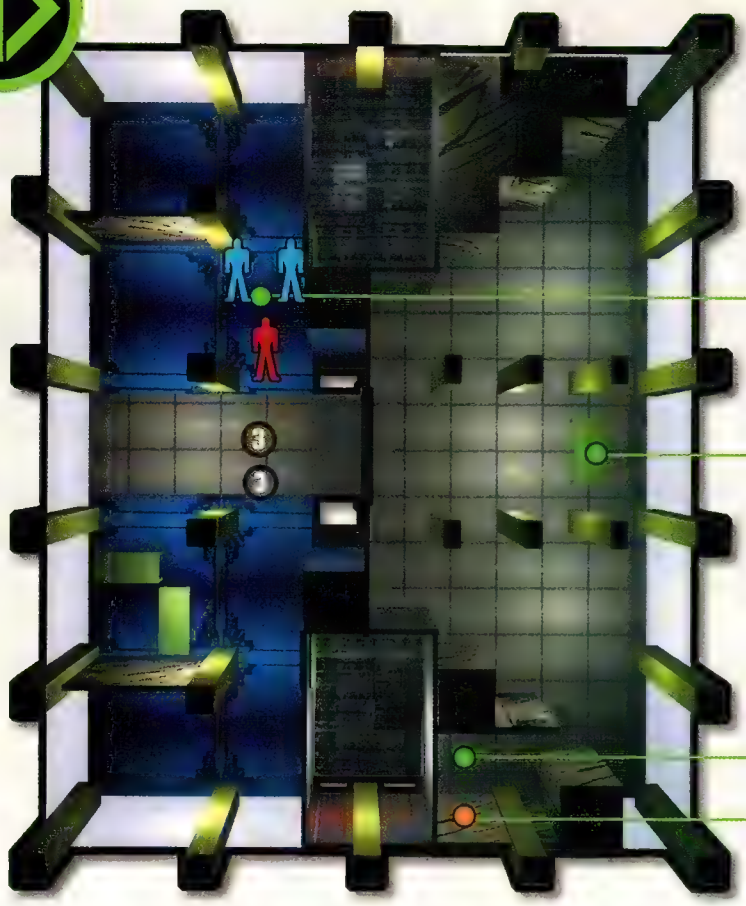
Now it's time to square off with Cassandra's elite bodyguards!

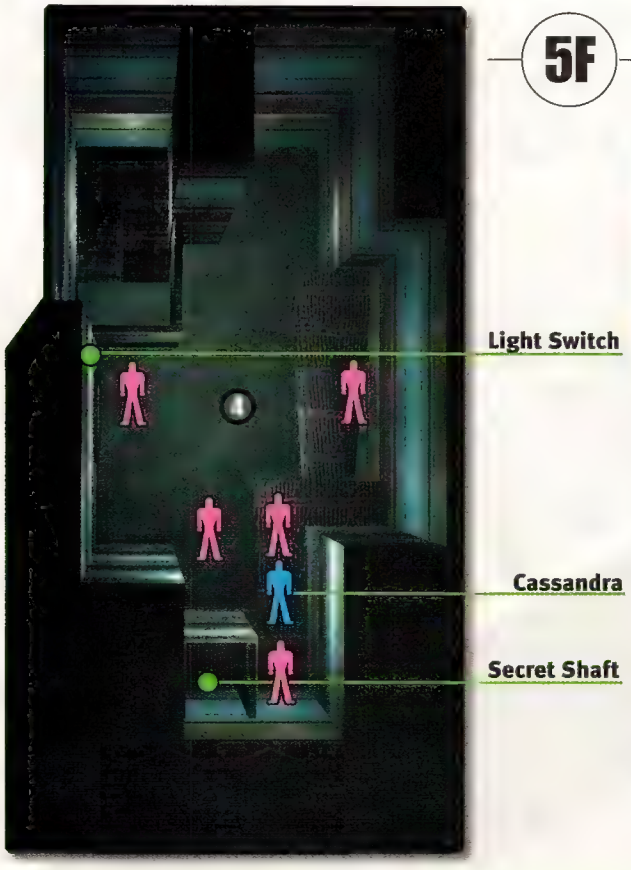
3 Immediately take out the guard on the lower left as you run up toward her. As you do so, quickly equip your Night Vision before spinning 90 degrees to the right. Let the second guard have it with a few Shotgun blasts to the chest, then reload and get ready for the final two. Peek around the corner and take out guards three and four, after which you can immediately look up and take out the fifth and final guard. This will complete: **2. Defeat Cassandra's bodyguards**. If the objective still isn't complete after smoking all five guards up on the roof, that means that you left one or two guards down on one of the lower floors. Check for the pink guards on our maps for ALL of the locations! Continue up the ramp (with Dr. Caroll close behind you), and you'll access the helipad completing: **3. Rendezvous at helipad.**

Get a good angle and you can take out this guard while standing under the archway of the door.









If you decide to fight Cassandra's Bodyguards the normal way (by charging them with your Shotgun), you might have just a little bit more trouble on Special and Perfect Agent.

As an alternative, try flipping the light switch on to temporarily blind them. The problem is that there is no "clap on" or "clap off" here. You actually have to activate the light switch manually.

SPECIAL
DIFFICULTY: EASY

1. Start off by sneaking past the guards and onto the first foyer elevator (unlike Agent, you'll have a time limit of 1:30 until the lights turn on). This will complete your first objective.

2. When you get off the elevator, head out and around the corner to finish off the few bodyguards that are hiding behind shields in the adjacent rooms. As you do so, the Hovercopter will be throwing a storm of hot lead your way. Make sure to use the pillars as cover from the bullets! Dodge the bullets by simply running as fast as you can back around the corner and up the next flight of stairs.

3. Grab the **Rocket Launcher** from the guard's display and equip it immediately. Firing the Rocket Launcher at the hovercopter is easy — so long as you don't try to shoot it when it's moving! If you do choose to shoot at the hovercopter while it's moving (which is very possible), just make sure that you compensate for the rocket speed by leading it by half an inch or so. Destroying it will complete: **3. Destroy dataDyne hovercopter**.

4. It's time to dispose of Cassandra's Bodyguards, but this time, with an alternate method. Run for the light switch, and flip it on as soon as the room goes dark. All of Cassandra's bodyguards will be temporarily blinded by the light — allowing you to just run right up and blast 'em! This will complete your third objective. When all is said and done, just jog up to the roof and complete your final objective.

PERFECT
DIFFICULTY: HARD

1 Everything in this mission happens exactly as it does in Special Agent, except for objective: 2. Reactivate office elevator. When you get down to the first floor, make your way around to the outer perimeter and take out the first two bodyguards. They pop out rather quick and without warning, so be ready. Run through the next hallway as fast as you can (with the dataDyne Hovercopter taking free shots right behind you). If the firefight gets too thick, we highly recommend that you stop behind the pillars (in the wall) and wait for the Hovercopter to catch up. Activate the computer panel to start up the elevator to the next floor. This will take care of the only new objective: **2. Reactivate office elevator.**

2 Destroy the hovercopter with Rocket Launcher as you did on Special Agent. If you miss, remember that you can always run to the roof and grab those extra Rocket packs! When you get up to fight Cassandra's bodyguards, run straight for the bottom left guard and take her out immediately! Strafe, fake, and shoot to kill the top two guards, then shoot the final guard through the steel grating from below. Run up to the helipad and complete the level!

If you're going for the hidden Dragon, then make sure to throw the Grenade in this corner.

SECRET WEAPONS

DY357 Magnum All Difficulties

To get the DY357 Magnum, you'll need to take out the first five (or six) guards without being seen. The first one is a joke, you just use the manual aim and give a quick shot to the head. The second guard is behind the door, which you should open from the far right. Step backward and get a quick head shot. Hug the wall that leads into the next room, and take out the third and fourth guards with two well placed head shots. Peek out around the corner and take out the (optional) guard up top, and then look to the right for the final guard. After you shoot him, search his dead body for the DY357 Magnum.

Dragon Agent & Special Agent

If you get rid of every single guard on the first floor before the lights turn on (it's ok if you're detected), you'll have the opportunity to fight a special guard. When you get off the first elevator (on 2F) run around the corner and take out the running guard. He'll drop Cassandra's Office Key Card. Head up to the top floor and use it on her office, and you'll see a Grenade lying on her desk. Grab it, and face the window. Now head to the right side of the room, and throw the Grenade in the corner to blow a hole in the wall. Inside the secret passage, you'll find the all powerful Dragon!

AGENT: FOR CHEAT

Target Time: 2:03
Cheat Earned: Hurricane Fists
Overall Difficulty: Moderate

1 The key in hitting this target time lies at the very start of the mission. You'll want to catch the glass elevator before it goes up to the top — otherwise you'll eat up a whole minute just waiting for it to return to the bottom. Blast as you run, and try to take out as many guards as you can. The only guards you NEED to kill are the four guarding the elevator — if any of them stay alive, the chances of Dr. Caroll surviving are slim.

2 Immediately switch elevators — which should already be open if you're fast enough. Fly past the guards and head directly toward the staircase. Go up to the next floor, and then up another staircase. Make sure to take out the dataDyne worker standing next to the door (instead of the guard). If you DON'T take him out, he'll block your path on the way to the roof!

3 Run up the stairwell and defeat Cassandra's Bodyguards (using our method in the standard walkthrough for this section). When you finally arrive up top, make a quick-item switch and un-equip your Night Vision Goggles. If you don't, you'll find yourself stumbling around the fences trying to move as your screen goes pale white.

04 LEVEL

CARRINGTON VILLA

HOSTAGE ONE

Agent	Items	Agent	Items
★ ☆ ★	Sniper Rifle	☆	Laptop Gun
★ ☆ ★	CMP 150 (x2)	★	Shield x2
★ ☆ ★	Devastator		

CHEATS

Sniper Rifle

Complete on any difficulty level to earn.

Hit and Run

Complete on Special Agent in 2:30 (or under) to earn.

OBJECTIVES

★ Agent

1. Save the negotiator
2. Activate wind generator
3. Rescue Carrington

★ Special Agent

1. Save the negotiator
2. Eliminate rooftop snipers
3. Activate wind generator
4. Rescue Carrington

★ Perfect Agent

1. Eliminate rooftop snipers
2. Activate wind generator
3. Locate and eliminate dataDyne hackers
4. Capture dataDyne guard
5. Rescue carrington

AGENT

DIFFICULTY: EASY

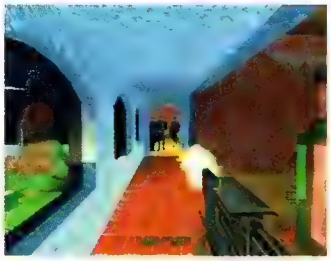
1 You'll have 20 seconds to take out the first two snipers and free the negotiator. Use the manual aim by holding R and then pressing C-Arrow Up to zoom in even further. On Agent difficulty, this shouldn't be too tough. When you take them out, you'll complete: **1. Save the negotiator.** Proceed down the hallway and take out the remaining enemy agents. When you get to the fork in the cave, dash to the right and take out the snipers. Wrap around the corner to the left and take out the last remaining sniper.

2 Run out near the helipad and grab the **Shield** from atop the crates, then blow up the lone crate to find the secret **Devastator.** Proceed deeper into the Villa and take out the enemy agents inside.

3 If you're low on health, run downstairs and search the main bedroom. Blast out the glass to the bathroom and grab the hidden **Shield** beside the toilet. Go down one more flight of stairs and into the cellar area before blasting through the guards and into the generator room. Hit the two switches and follow the power grid (on the floor) back across the hallway. Hit the final switch on the center tank to complete: **2. Activate the generator.**

4 Continue on through the wine cellar and get the Door **Key Card** from the guard before you exit through the double wooden doors. There are actually two different exits when you're in the basement, but both of them lead to the same objective. Whichever exit you take, you'll complete the final objective: **3. Rescue Carrington.**

Take your time and get a steady shot... but don't take TOO long!



Let these guys stack up, then rip 'em to pieces with the Laptop Gun.

Don't miss the Devastator hidden inside this steel crate!

Level Overview

AGENT SPECIAL

DIFFICULTY: EASY

1 Everything is virtually the same on Special Agent as it was on Agent, with the exception of no Shields, and one added objective: 2. Eliminate rooftop snipers. Unlike Agent, you'll have only 12 seconds to take out the initial two snipers. Go for head shots, man!

2 As you proceed out into the main area, take out the remaining rooftop snipers to complete: **2. Eliminate rooftop snipers.** Refer to the map for the sniper locations — they're labeled as purple guards! Sprint over to the helipad and get the **Devastator** from the crate prior to entering the Villa itself. Unlike Agent though, there is no Shield hidden in the bathroom next to the bedroom area, so it's best to just head straight for the basement and enter the generator room. Flip the two switches, and then follow the power grid back to the wind generator itself.

3 Continue walking through the wine cellar, making sure to kill ALL of the Shock Troopers to get the **Key Card.** When you get it, you can choose either of the two doors (labeled on the map) to complete the level.

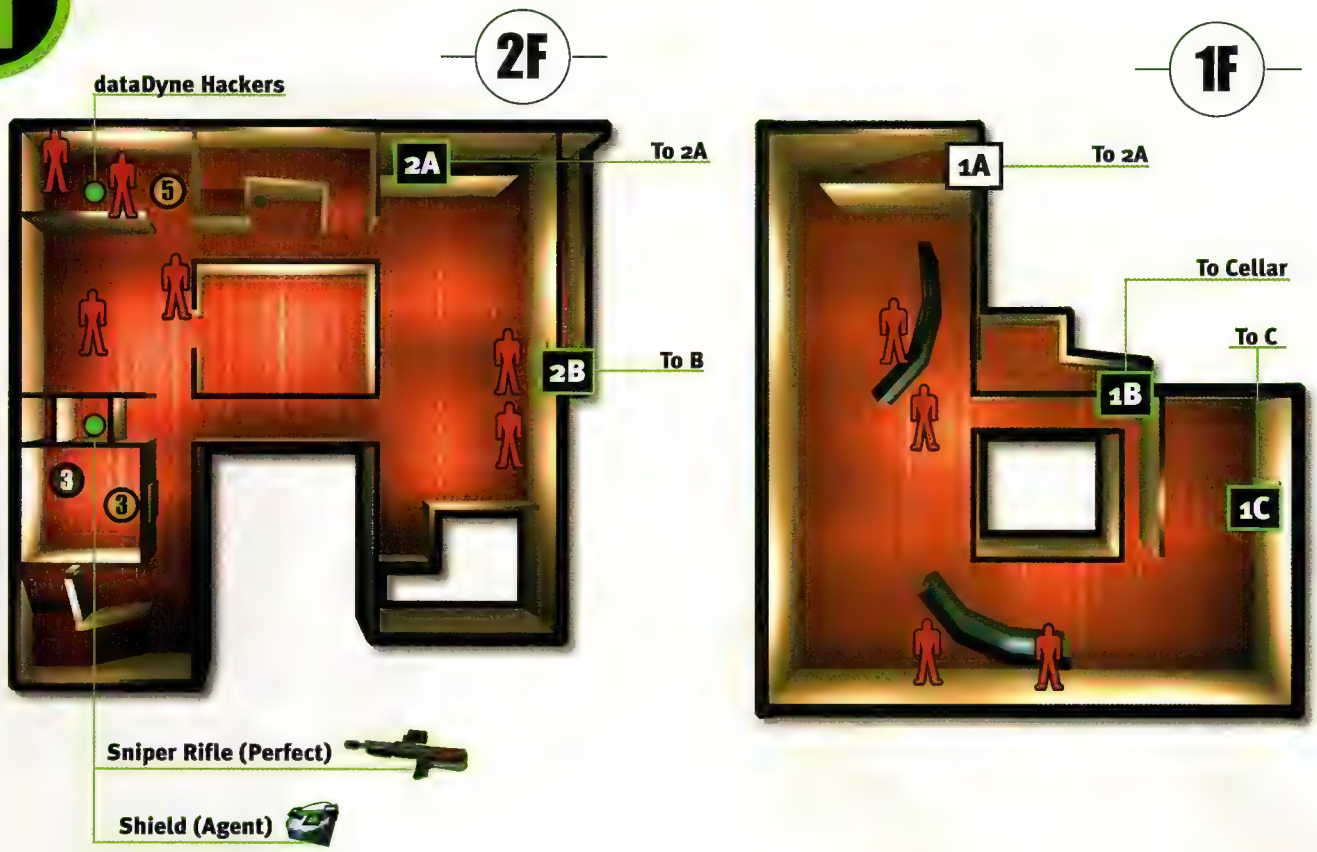
When you start as the Negotiator, whip out your Laptop Gun and begin blasting right away!

PERFECT

DIFFICULTY: HARD

Unlike previous levels, the Carrington Villa changes vastly from Special to Perfect Agent. Instead of starting off in the foothills around the Villa, you now take the role of Joanna as the negotiator. That's right, you actually start the level as the character you saved in the previous difficulty level!

1 You'll have two choices to begin this mission: 1. You can unleash Joanna's fists of fury against the two guards by disarming them before they get a chance to kill you. Or, 2. You can surprise them by equipping your Laptop Gun and blasting them into never-never land. Either way, you'll pick up their CMP150s and immediately take out the three rooftop snipers in the area. Sometimes, if you're extremely lucky, the Sniper Rifle falls off the roof along with the guard's dead body.



2 Run into the main courtyard and disarm the enemy agent hiding behind the main stairwell. When you finally knock his face off and bring him to the ground, you'll complete: **4. Capture dataDyne guard.** Advance up the stairs and into the Villa itself, then stop before facing the long blue hallway. Here, you can sit back and take out the four or five guards that come running through the hallway without suffering any damage at all.

On Perfect Agent, don't miss the Sniper Rifle located next to the dead guard.

3 Head down to the bedroom, and blast out the glass to get the **Sniper Rifle** from the dead guard. Grabbing this will expedite your mission when trying to take out the rest of the rooftop snipers. Before you ascend the next flight of stairs, try camping out and eliminating the room full of guards from the base of the stairs themselves. This proves to be both easy, and relatively low-risk. Go out onto the patio and take out three more of the rooftops snipers (now that you have the Sniper Rifle, it's much easier to do).

SECRET WEAPONS

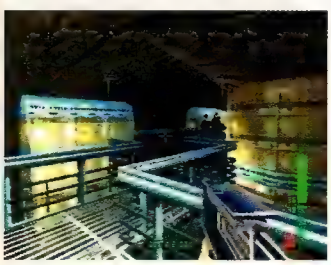
Devastator All Difficulties

Grab the hidden Devastator out on the helipad, inside the lone crate. (You'll need to shoot the crate to destroy it and reveal the Devastator.) The other two crates can't be destroyed, so don't even bother messing around with them. The Devastator is actually kinda helpful on Perfect Agent, although you can definitely complete the level without it. Check our map for a more detailed location.

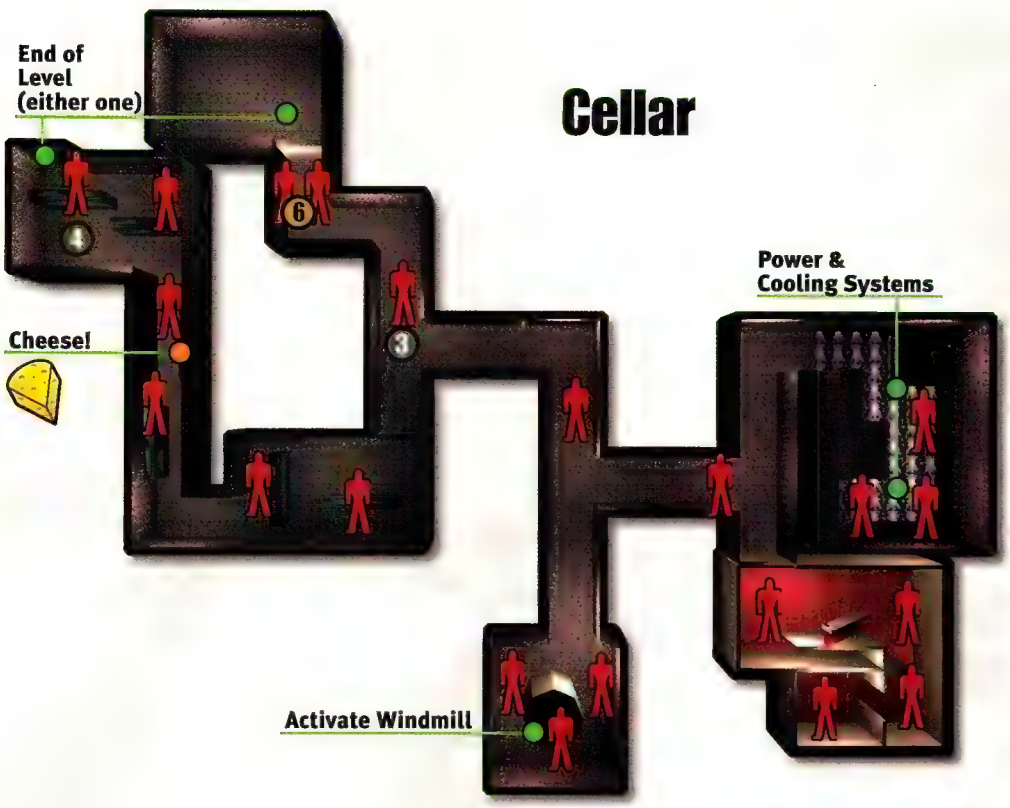
CMP150 (x2) All Difficulties

If you get to the helipad and kill the sniper atop the roof in under 38 seconds (from the time you started the level), he'll drop an extra CMP150. Pick it up and you'll have dual CMP150s for the remainder of the mission!

4 Run out into the inner courtyard, then through the cave and out into the next open area. Take out the last remaining rooftop sniper to your upper left before climbing up the stairs to the right and out onto the helipad. Grab the Devastator from the crate on the



When you get to the power room, creep around the corner and snipe these two guards.



far left side before proceeding. Backtrack through the Villa and into the basement, activating the two switches in the power room before turning in the wind generator itself.

5 When you head back up the stairs, you'll get a radio transmission from Grimshaw telling you to take out the computer hackers. Go through the blue hallway and into the first door on your right to get the first two hackers. Then run up the next flight of stairs (to your left) and get the final hacker toward the end of the living room. This will complete: **3. Locate and eliminate dataDyne hackers.**

If you're having trouble locating the hackers, check out the maps and look for the two locations we labeled.

When all is said and done with this section, just continue down into the basement as you did on Special Agent, and grab the key to save Carrington.

Locate the switch to activate the Wind Generator on the backside of the large cylinder.

The dataDyne hackers will be surprised by your presence — take them out quickly!

In the basement, the Key Card is easy to overlook. Make sure to check those corners!

SPECIAL AGENT: FOR CHEAT

Target Time: 2:30
Cheat Earned: Hit and Run
Overall Difficulty: Hard

Walk-Through

1 The hardest part of this target time will be to take out all of the snipers in under a minute. If you can do so, you're well on your way to earning the cheat. After saving the negotiator, make your way past the first guard and to the cliff. Keep running down the cave (passing guards or killing them as you run), then make a right at the intersection. At this point, you can take out all but one of the snipers in any order — just do it fast! For the final sniper, run for the Villa and turn left — you'll see him standing on the wall.

2 Enter the Villa through the top floor (you must be at about 1:05 to 1:15 when you get here), but don't stop to kill ANY of the guards. Enter the basement, and run for the cooling and power systems, avoiding ALL of the guards. Once activated, go and turn on the windmill.

3 To finish the level, you'll need to kill ALL of the Shock Troopers in order to get the Key Card. Take out the first one as you come down the stairs , then round the corner and kill the next two guarding the door near Daniel. Backtrack to the other side, and watch out for guards that might be following you! Take out the last few guards as you run past them (one at a time), then exit through the door and finish the level!

05 LEVEL

CHICAGO

STEALTH

CHEATS

DK Mode

Complete on any difficulty level to earn.

Psychosis Gun

Complete on Perfect Agent in 2:00 (or under) to earn.

OBJECTIVES

★ Agent

1. Retrieve drop point equipment
2. Create vehicular diversion
3. Gain entry to G5 Building

★ Special Agent

1. Retrieve drop point equipment
2. Prepare escape route
3. Create vehicular diversion
4. Gain entry to G5 Building

★ Perfect Agent

1. Retrieve drop point equipment
2. Attach tracer to limousine
3. Prepare escape route
4. Create vehicular diversion
5. Gain entry to G5 Building

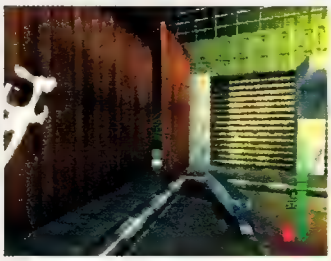
Agent	Items	Agent	Items
★☆☆	Falcon 2 (scope x2)	★☆☆	BombSpy
★☆☆	CMP 150	☆☆☆	Tracer Bug
★☆☆	DY357 Magnum	★☆☆	Shield x2
★☆☆	Remote Mine	☆☆☆	Shield x1

AGENT

DIFFICULTY: EASY

The first thing you'll need to know about Chicago is that there are several different types of enemies/neutral characters that are running about. You need to make sure that you don't accidentally shoot too many guys in the light brown trenchcoats (the CIA Agents) — you'll fail the mission if you do so. And as for the guys in the dark brown trenchcoats (FBI Agents) — well, you'll just need to blast them the first chance that you get. If you don't, you'll run the risk that they'll set off an alarm. Alarms are bad, ya hear?

1 Bypass the first CIA Agent and head past the taxicab. When you get to the small garbage dumpster, run through the crack in the wall and jump down



See this crack? It's a nice shortcut from one half of the map to the other. Use it often.

Pick up your Drop Point Equipment underneath the street that leads to the G5 Building.

into the storm drain. Double duck underneath the concrete barrier, and grab the Reprogrammer & Remote Mine to complete: **1. Retrieve drop point equipment.**

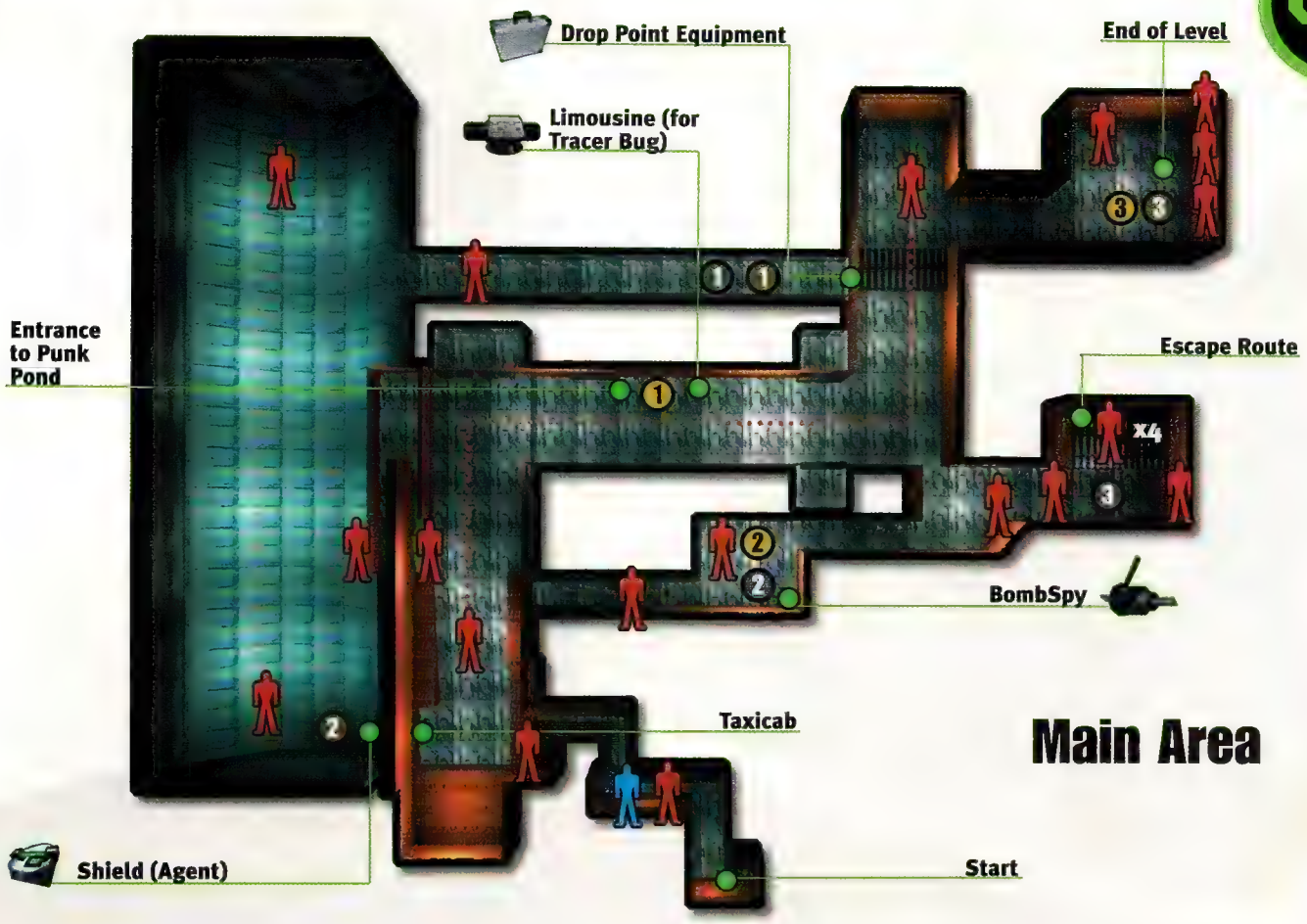
2 Walk down to the very end of the storm drain to find a Shield hidden a small tunnel. As you return to the main street, keep an eye on the G5 Robot. You can't destroy it, so save your ammo and get away from it as fast as possible. Backtrack to the taxicab and use the Reprogrammer to complete: **2. Create vehicular diversion.**

You might have to wait a few moments for the taxicab to fly over to its new position and detonate, so be patient.

You'll need to do a double-crouch to sneak through this passage.

3 If you need an extra **Shield**, head over to the Punk Pond (a.k.a. "The Cheese Factory") and grab it from underneath the stairwell. Three guards lurk below, so stay frosty and take 'em out with your Falcon 2 before you even begin to descend the stairwell. If you need ammo (or extra firepower), you can go for the secret weapon (see sidebar). If not, then head back up the stairs and out onto the streets. Run to the yellow street sign labeled "PARKING" and enter the elevator to complete: **3. Gain entry to G5 Building.**

Throw your Tracer Bug on the front end of the limousine to complete the objective.



Main Area

Equip your Reprogrammer establish a link to the taxicab.

Place the Remote Mine on the top floor of the stairwell.

This elevator leads to the G5 Building. It's also the exit to this level!

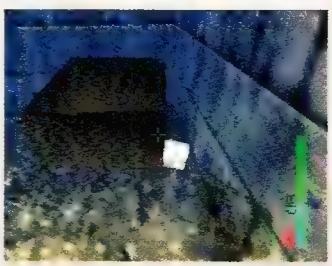
Nudge the dumpster well into the corner so it blows up real good!

AGENT SPECIAL

DIFFICULTY: MODERATE

1 Much like the Agent difficulty, plus one new objective: 2. Prepare escape route. You'll start off in the exact same spot, trying not to kill the CIA Agents as you run through the first few hallways. Head past the taxicab and over to the small garbage dumpster. Slip through the crack in the wall jump down into the storm drain. Crawl under the concrete barrier, and grab the drop point equipment to complete your first objective. Oh yeah, and stop over at the "Punk Pond" to get the **Shield** under the staircase if you so desire.

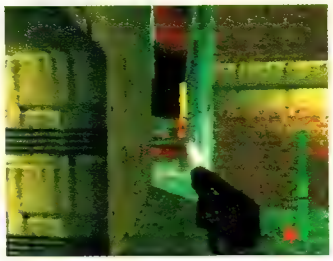
2 Go through the tunnel underneath the neon-blue japanese sign, and push the dumpster up near the explosive barrels. *Note: Hug the inner wall (to the right) to prevent being detected by the FBI Agents when you enter this room. When you shoot the barrels, the dumpster will also explode revealing a BombSpy. Grab it, and



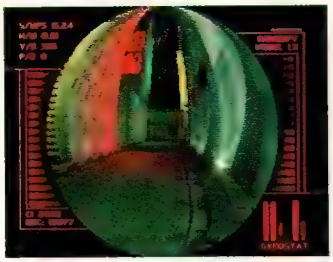
Always look behind the darn dumpster for the BombSpy.

then send it over to the yellow "PARKING" area and detonate it amongst the enemy agents. This is an alternate way to complete: **3. Create vehicular diversion**. You can also reprogram the taxicab to get the very same outcome, if you wish. Either way works well.

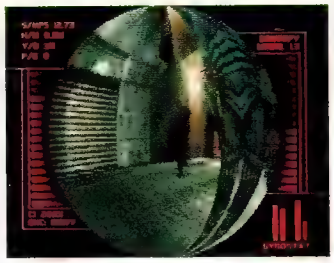
3 When you're finished, run into the room with the large steel staircase and take out ALL FOUR enemy agents layered on all three levels. When it's clear, you'll need to climb up to the very top (if you want to get a **N-Bomb** on the next stage) and plant your Remote Mine on the concrete wall to complete: **2. Prepare escape route**. Get back to the "Parking" area (marked with the yellow sign), then enter the elevator to access the G5 Building and complete the level.



Stand here, and you should be safe while you pilot your BombSpy in toward the guards.



You'll definitely need to bob and weave through guards as you make your way to the room with the G5 Elevator.



After flying it through the narrow passageway, detonate the BombSpy when you're at close range to distract the guards!

SECRET WEAPONS

BombSpy — All Difficulties

Get to the room with all of the explosive barrels, and try pushing the dumpster as FAR into the corner as you can. When it's close enough, shoot the barrels to reveal a hidden BombSpy inside the dumpster. Use the BombSpy to cause a diversion (as an alternate to the taxicab) by flying it into the room with G5 Elevator before manually detonating it. You'll complete the objective: **2. Create vehicular diversion**.

Falcon 2 (x2) — All Difficulties

Open the door to the bar marked "Punk Pond," and then run down into the basement. When you get there, make sure to kill all of the agents except for ONE. Wound the final guard who remains, and he'll access the door to the bar from the inside. Follow him in, and grab the Falcon 2 (scope) from the bar! Now you've got doubles!

PERFECT

DIFFICULTY: HARD

The enemies are more of a pain on Perfect Agent (what else is new?), especially because the FBI Agents seem to set off alarms much quicker than they did on previous difficulties. Prevent this by knowing their locations, and getting clean head shots upon first sight (check our maps for FBI Agent locations!). Start off the same way as you would on Agent or Special Agent, and grab your drop point equipment from the storm drain.

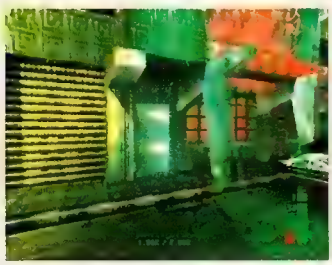
1 Get back to the main area, and look for the black limousine (it's right across from the yellow "PARKING" sign), and equip your Tracer Bug. MAKE SURE you attach it firmly to the limousine itself! It's very easy to miss from long range, so play it safe and just walk right up to it. When you do so, you'll complete: **2. Attach tracer to limousine**.

2 Get the BombSpy from the dumpster next to the explosive barrels, and fly over to the "Parking" area and detonate it. This is the alternate method to create your vehicular diversion, and complete your fourth objective. Run over to the next room and take out the guards on the steel staircase, then plant your Remote Mine up on the top floor to create the escape route for the next level.

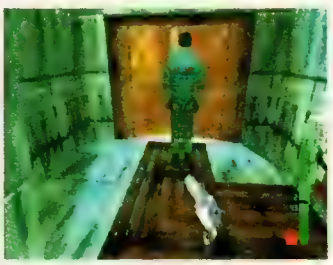
Make sure to plant the mine on the upper floor of the staircase. If you do, you'll have access to a secret weapon (the N-Bomb*) on the next stage.*

3 Just like you did on Agent and Special Agent, get to the "PARKING" area and enter the G5 Building through the elevator to complete your last objective.

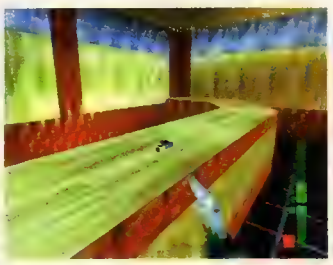
Punk Pond



The entrance to the Punk Pond is easy to miss, just make sure to look to the very left of the limousine.



Make sure to only wound this guard, so he can open up the doors and you let you inside.



Grab the double Falcon 2 (scope) from the bar before leaving — if you want to kick ass, that is.

You might as well have some fun with the drunken soldiers while you're there, eh?

Cheddar, or Swiss?

When we first came across it, we weren't exactly sure as to why Rareware decided to put a big hunk of cheese inside this toilet. But after close analyzation, we linked it to the name of the club itself, the "Punk Pond." You see, it's clearly the result of a bunch of "punks" sitting around a "pond" throwing cheese into a toilet. Yeah, er... something like that.

Hmm... a toilet in a downtown Chicago club with a piece of cheese in it? Take it from us (we're from Chicago), this is a common sight.

PERFECT AGENT: FOR CHEAT

Target Time: 2:00
Cheat Earned: Psychosis Gun
Overall Difficulty: Hard

❶ Start off by killing the first five guards, without hesitation. As you come out to the street, take out the agent walking on the left, then quickly turn to your right and take out the guy down in the corridor that leads to the BombSpy area.

❷ Rush toward the sewers and take out the next CIA Agent before he sounds the alarm. Ignore the two guards that are down in the water — if you kill them they will just re-spawn again on your way back. Run toward the briefcase, and take out the guard as you crawl into the hole. Then deal with the two guards in the water before finally arriving at the limousine. Whip out your Tracer Bug and place it to complete the objective. *Note: If you took out everyone we mentioned, there shouldn't be any guards left to distract you!*

❸ Whack the final CIA Agent and then quickly take out the two guards on the ground. Grab the BombSpy (from the dumpster) and use it to finish your fourth objective, then immediately switch to your Remote Mine. Take a risk (to save VALUABLE time) and just throw it at the door from your current position. If it sticks to a guard, you'll fail the mission. But with a little luck, it will stick on the door to complete the objective! All that's left to do now is to scramble for the exit and win!

06 LEVEL

G5 BUILDING

RECONNAISSANCE

CHEATS

Small Jo

Complete on any difficulty level to earn.

Cloaking Device

Complete on Agent in 1:40 (or under) to earn.

OBJECTIVES

★ Agent

1. Holograph meeting conspirators
2. Retrieve Dr. Caroll's backup
3. Exit building

★ Special Agent

1. Deactivate laser grid systems
2. Holograph meeting conspirators
3. Retrieve Dr. Caroll's backup
4. Exit building

★ Perfect Agent

1. Disable damping field generator
2. Deactivate laser grid systems
3. Holograph meeting conspirators
4. Retrieve Dr. Caroll's backup
5. Exit building

Agent	Items	Agent	Items
★☆☆	Falcon 2 (silenced)	☆☆	N-Bomb
★☆☆	CMP 150	★☆☆	CamSpy
★☆☆	DY357 Magnum	★	Shield x2
★☆☆	Crossbow	☆	Shield x1

AGENT
DIFFICULTY: EASY

1 The enemies in the very first room will be cloaked — so stay concentrated and try to follow their trails as they run from place to place. If you've got a good eye and some decent prediction skills, they're toast!

If you want to get the secret weapon (**Crossbow**), you'll need to disarm the second guard instead of killing him. Pick up the Key Card (from the cloaked guard) and open the main door. A few moments later, the same exact scenario will take place, but in a different room. This time, there will be four cloaked agents instead of two. When you kill the last agent, you'll get the Key Card to unlock the door. Check underneath the stairwell before you ascend for a **Shield**.

Take this guy out without causing a stir — just use good timing!

Sniper Billy Says: "Always take out guards through windows when you have the chance!"

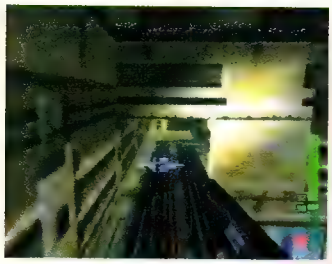
2 This next part is tricky. If the enemy agents can get to the alarm and turn it on, you fail the mission. To prevent this, creep up to the glass and snipe the first guard through the window, then immediately run to the right and camp out at the alarm panel itself. There should only be two or three more guards inside, but it pays to keep your back to the alarm and defend it just to be sure.

3 Hike up the steel stairwell and onto the thin ceiling platform. Crawl along and duck under the concrete, then follow the platform up until the very end. Equip your CamSpy, and fly it into the very edge that leads into the meeting room. This will complete: **1. Holograph meeting conspirators.** Snipe the guard to your lower right before dropping down from the ceiling platform. As you do so, make sure to get the other couple guards lurking around the corners before they get to the alarm panel.

Those goofy cloaked guards aren't so tough when you pump 'em fulla lead!

4 Run up the stairs and enter the vault area. Use the Door Decoder on the control panel to start the decoding process. After a few seconds an alarm will sound alerting the entire facility to your presence. Now, you'll need to stand guard at the vault area for one full minute as the Door Decoder works its magic. The best technique is to stand directly in front of the door, equip the CMP150, and use short controlled bursts. And since many of the ene-

Camp by the alarm to keep the guards away — it's the safest way!



Place the CamSpy right at the edge of the meeting room, but not inside.

mies will come in droves, you're actually much better off pulling away from the door (so that you can strafe either right or left). When the time expires, enter the vault and grab the Backup Tape to complete: **2. Retrieve Dr. Caroll's backup**.

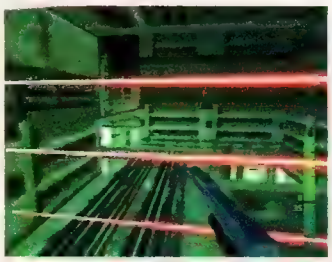
5 Run down the stairs and exit through the newly blown hole in the wall to complete the final objective: **3. Exit building**.

SPECIAL AGENT

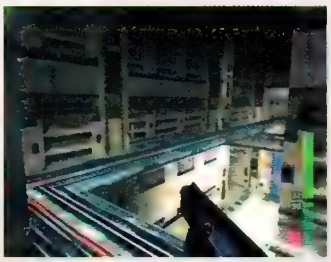
DIFFICULTY: MODERATE

1 Everything is pretty much the same as it was on Agent, with one added objective: 1. Deactivate laser grid systems. From the start, the cloaked agents will be a little bit harder to hit, and their return fire will be much more accurate. Use the pillars as cover, and strafe back and forth until you pick up the first Key Card. In the second room, just get flat out cheap and hide in the corner nearest to the door (behind the glass). This way, they'll come to you. If you actively try to run around and duel with 'em, you're much more likely to get chewed up and lose crucial health points.

2 This next part is also exactly the same as it was on Agent — you'll need to clear the room before the enemy agents activate the alarm. Creep up to the glass



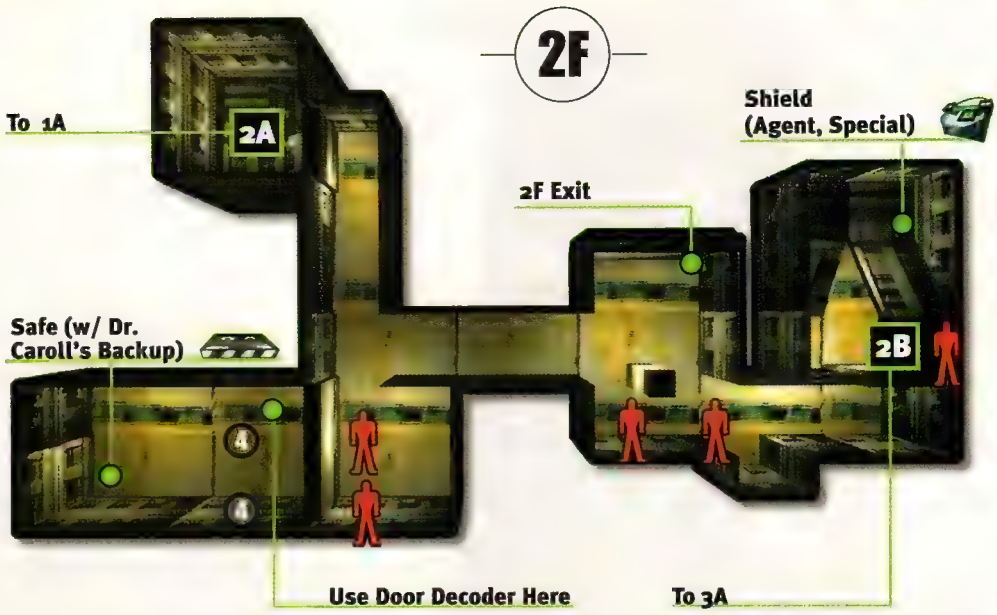
Go flip those Laser Grid switches before you're electrified!



Be aware that it is possible to fall off this platform and alert the guards.

and snipe the first guard through the window, then immediately run to the right and camp out at the alarm panel itself. There should only be two or three more guards inside, but it pays to keep your back to the alarm and defend it just to be sure. When the room is clear, deactivate all FOUR laser grid units to complete: **1. Deactivate laser grid systems**.

3 Walk up the stairwell and out onto the platform. Fly your CamSpy over to the edge without actually taking it into the room... yet. If you do fly the CamSpy in too far, you'll complete objective number one. This isn't bad, it's just that we've figured out a better way to do it. Unlike Agent mode, the safest way to do this section is to creep all the way back to the room with the laser grids, and snipe this guard through the door. Afterward, climb back up onto the ceiling platform and snipe the SECOND GUARD from above. The third guard should still be on the staircase — just use your CMP150 and you'll be in the clear. Grab the **Shield** on the way up to the vault area.



4 This time, when you start the decoding process, immediately switch to your CamSpy (from your quick select screen) and fly it into the meeting room. The trick here is that the CamSpy will complete objective one, but the timer for the vault will still be counting down while the in-game cinema takes place! Since the cinema is over one minute long, you can skip the entire vault guarding procedure. The best part is that you'll be able to complete this section every time without taking even a scratch!

5 The last sector of this mission is a bit tricky, since the exit to the level changes depending on where you placed your Remote Mine in the previous level. You DO remember that stairwell in Chicago where you needed to place the Remote Mine, right? Well, if you placed it up top, you'll be able to pick up a special N-Bomb that won't be available if you placed it any other location. It's not a really big deal, but cool enough to mention. Regardless of where you placed the mine though, you'll need to activate your detonator to blow out the wall. When you exit, the mission will be complete.

SECRET WEAPONS

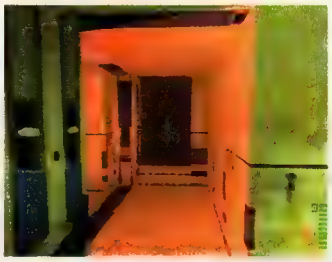
Crossbow All Difficulties

Knock out the second guard in the first room with your "Disarm" command, and you'll get a Crossbow. It's not essential, or even really that useful (for this level), but we mentioned it anyway. Just because we can...

N-Bomb Special & Perfect Agent

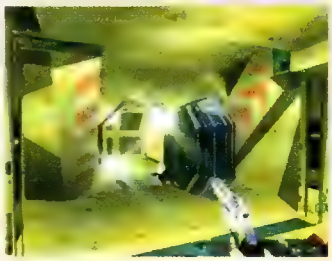
First off, you'll need to have placed the Remote Mine at the top of the steel stairwell in the previous level (Chicago). If you did, the N-Bomb will appear behind the top door in this level where you escape. **Note:** If you exit to the main menu screen during the transition between Chicago and G5 Building, the N-Bomb won't be in its special place. Example: You placed the mine up top on Chicago yesterday, and then turned your power off and went to sleep. Today, you powered up the N64 and played the G5 Building only to find that the N-Bomb wasn't there. The only way to make the N-Bomb appear is to accept the mission immediately following your completion on Chicago — directly linking from the one objective screen to the next.

Here lies the almighty N-Bombs. Use them to help defend the safe.

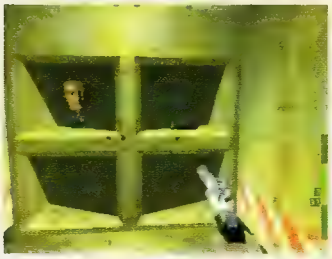


Your exit may change depending on your mine placement (in Chicago).

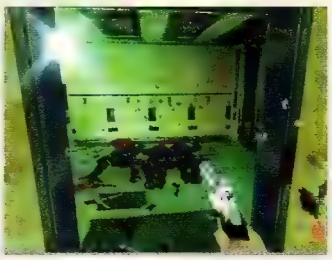
Place the Door Decoder on the computer panel to start the process.



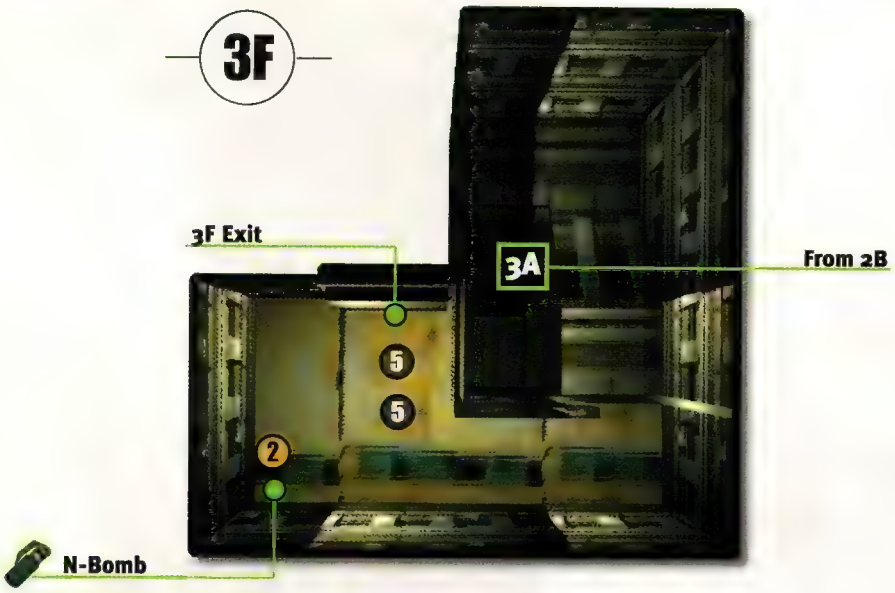
The safe should open as the cinema ends, so go ahead and rush in!



Grab Dr. Caroll's Backup Data... and, what's with that freaky head thingy?



Don't leave this room unarmed! The guards just keep coming infinitely!



PERFECT

DIFFICULTY: HARD

This mission is a carbon copy of the Special Agent difficulty, with one added objective: 1. Disable damping field generator. Other than that, we found it extremely helpful to get the Crossbow from the second cloaked guard in the very beginning (see "Secret Weapon" sidebar for more info). One good trick to use with the cloaked guards on Perfect Agent is to find yourself a good camping spot and just wait them out. If you actively try to run around and duel with them — well, lets just say it would be very challenging to make it out of the room without taking some damage.

1 Right after you take care of the enemy agents inside the first alarm room, deactivate the laser grids and then head through the door to the right of the alarm. This leads you down to the generator room. Take out the the three guards before you activate the computer and complete: **1. Disable damping field generator**.

2 Be extra careful when you make your approach on the vault. Even if you do it with the CamSpy trick we listed in the Special Agent walk-through, you'll still have to deal with all the "left-over" guards who come pouring out of the stairwell after the cinema. One of our techniques was to get the N-Bomb before we accessed the vault room. So before you enter, place a few N-Bombs (on proxy) all along the hallways and stairwells that lead up the vault. When you're done watching the cinema (and you just can't take any more of that annoying Cassandra), you can enjoy watching the enemy agents as they repeatedly get stomped by your N-Bombs. Keep your CMP 150 equipped as a few of them are almost guaranteed to get through anyway. Just make it quick, and manually detonate the remote mine and escape as soon as possible!

You should be able to peek around the corner and take out all three guards without taking ANY damage.

Shut down the Damping Field Generator to complete your first objective (on Perfect Agent).

When the coast is clear, equip your Remote Mine detonator and blast your way to freedom!

AGENT: FOR CHEAT

Target Time: 1:40
Cheat Earned: Cloaking Device
Overall Difficulty: Hard

Walk-Through

This target time seems impossible at first, but thanks to the CamSpy trick, it is actually very easy.

1 Take out the first two cloaked guards as quickly as possible. Switch to the CMP150 and go to the next set of enemies. This is the hardest part of the level because the amount of time it takes the guards to uncloak is random. Sometimes it's fairly quick, and sometimes it takes forever (if they don't uncloak right away, just restart the level and try again). Enter the room and go to your right to trigger the guards, then go and stand in front of the door. Keep your crosshair in the middle of the screen, and all five cloaked guards will run past it (only about 80% of the time). Quickly grab the Key Card and run into the next room.

2 Get past the laser grid switches, then sneak up to the ceiling platform. Set the CamSpy near the meeting room, and take out the two guards. Head up toward the safe room and place the Door Decoder on the lock. When it activates, immediately switch to the CamSpy and move it into the meeting room. Now just watch the cinema, and wait. (While the cinema is playing, the game time pauses but the time for the decoder will keep going). Grab the Backup Disc and head over to your escape route!

07 LEVEL

AREA 51

INFILTRATION

CHEATS

Small Characters

Complete on any difficulty level to earn.

Hotshot

Complete on Special Agent in 5:00 (or under) to earn.

OBJECTIVES

★ Agent

1. Shut down air intercept radar
2. Gain access to hanger lift
3. Make contact with CI spy

★ Special Agent

1. Shut down air intercept radar
2. Plant comms device on antenna
3. Gain access to hanger lift
4. Make contact with CI spy

★ Perfect Agent

1. Shut down air intercept radar
2. Plant comms device on antenna
3. Disable all robot interceptors
4. Gain access to hanger lift
5. Make contact with CI spy

Agent	Items	Agent	Items
★☆☆	MagSec 4 (x2)	★☆☆	Explosives
★☆☆	Dragon / Falcon 2	☆☆	Comms Rider
★☆☆	Rocket Launcher	★	Shield x2
★☆☆	Grenade	☆	Shield x1

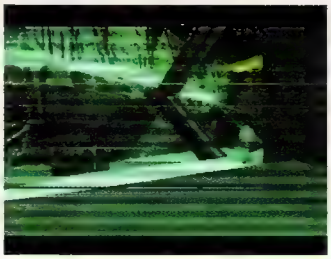
AGENT

DIFFICULTY: EASY

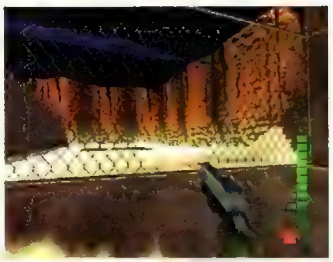
In the opening cinema, observe until the third guard is past the side of the building, then start up the actual game itself. This will allow you to start the game without being detected, and also get a jump on the two guards from behind.

1 Blast the first two guards before they activate the sentry turret — this will allow you to grab their ammo without worry. To make the next section of this level a bit easier, grab a **Grenade** or two from one of the first four guards. This will let you set off the mines in the minefield without suffering any damage.

2 Take out the two enemy agents in the guard tower,



Wait until this guard is clearly out of view before you begin the game. If you don't, they'll detect you from the start!



Toss a Grenade into the minefield, and you'll take care of the first wave of mines.

then pivot to the right and do the same to the approaching guards. Equip your Grenade, and lob it into the minefield before proceeding. Take the **Rocket Launcher** from the center of the helipad and crouch into the service tunnel that connects to Area 51. Don't miss the **Shield** on the way through!

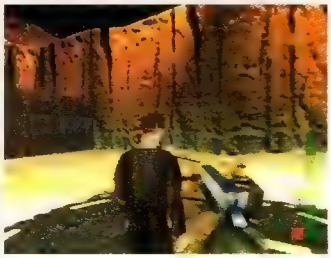
3 Jump down into the hole and equip your Explosives. Plant them on the computer monitor and you'll have exactly 20 seconds to climb back up the ladder and get to

Pass through the minefield and crawl through the tunnel. Pick up the Shield, then sneak over to the control area.

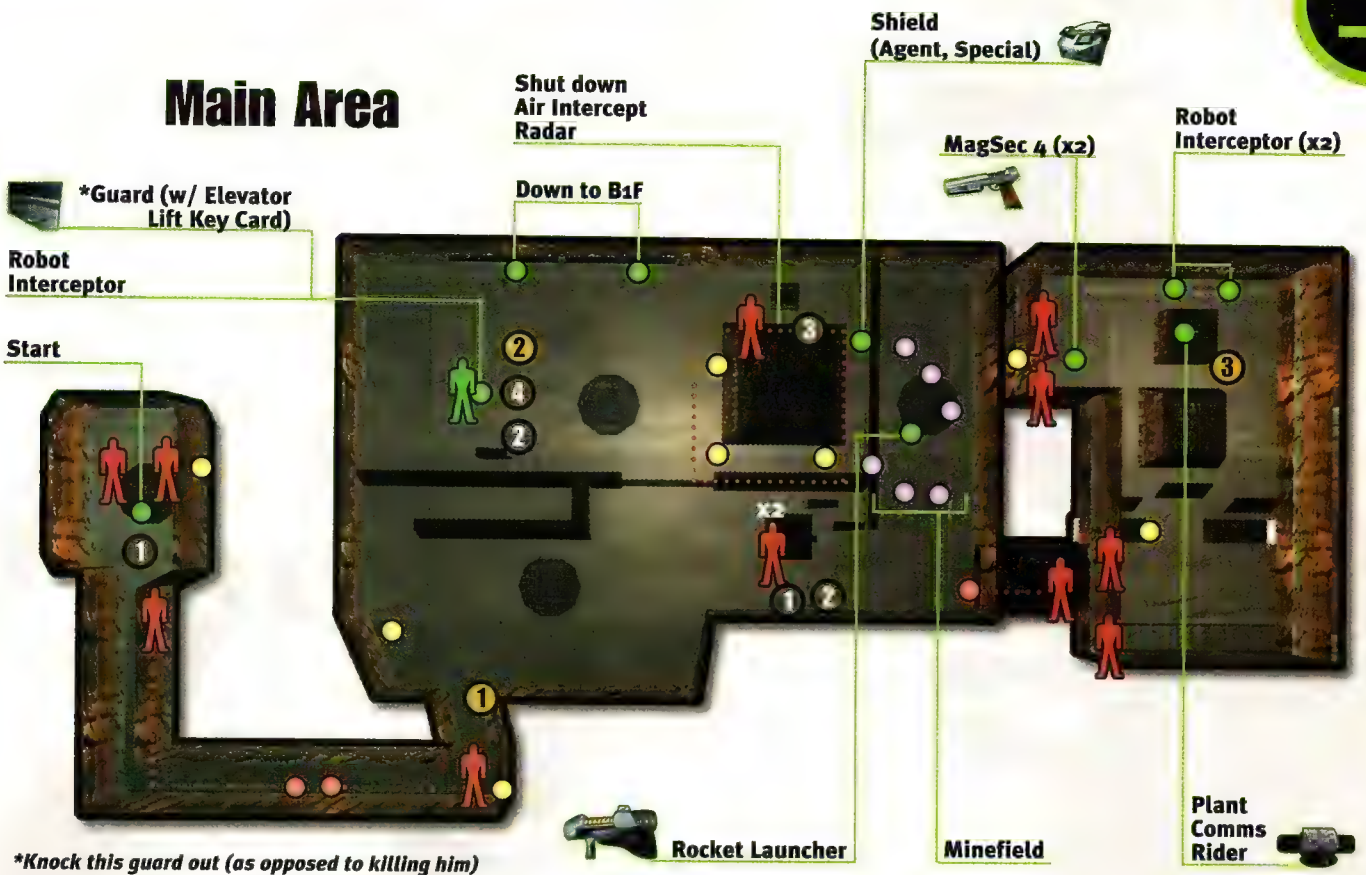
Creep out and get a good angle on this sentry turret before it gets a chance to detect you.

a minimum safe distance before the explosion. This will complete: **1. Shut down intercept radar.**

4 Grab the **Key Card** from the red guard near the hoverbike and use it on the far right elevator (the large brown doors). When the elevator emerges, kill the two guards and grab their Dragons while the elevator descends. Stay facing toward the rocky wall, and snipe the three guards from the back of the elevator. These guards will use Grenades, and if you just



This is the guard with the Key Card. Take him out and gain access to the elevator lifts.



rush out with guns blazing you'll probably get caught up in some splash damage. Don't be afraid to ride in the back of the elevator (as it goes up and down) a few times to avoid taking damage. When you finally enter the hangar, you'll complete: **2. Gain access to hangar lift.**

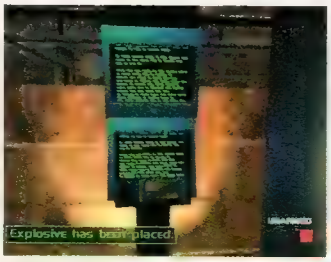
5 Run all the way up the steel ramp and around the corner to access the elevator. This elevator is quite slow, so be patient and wait it out. When you get off the elevator (on floor B2F), you'll be ambushed by a throng of enemy agents. We suggest staying up top with your Dragon, and ripping them to shreds from above. Once you've taken them out, run to the door and complete: **3. Make contact with CI spy.**

AGENT SPECIAL

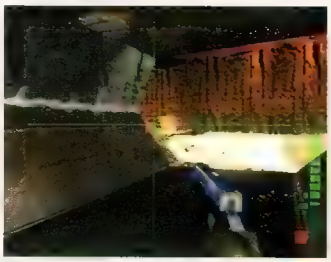
DIFFICULTY: EASY

1 The mission begins just as it did on Agent, taking out the first group of guards before proceeding out into the main area. The guards in the tower have slightly better aim, so it's best to try and snipe them from long range with the Falcon 2 as opposed to just rushing them. When you're finished, head through the minefield and grab the **Shield** from the small secret passage.

The Falcon 2 has almost perfect accuracy from any distance — master it if you plan on completing this game to 100%.



Place your Explosives directly on top of this computer panel. When you do, you'll need to get out fast!



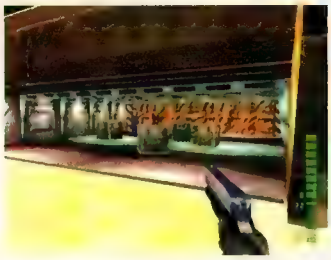
Use the "peek and snipe" method to take out these sentry turrets. Don't even bother trying to rush them.

2 Before you attach your Explosives to the main computer terminal, try shooting out the little laser devices hanging on the walls. This way, you can just waltz right out of the basement area without any worries. And don't worry, you still have your 20 seconds to do it. Get the **Key Card** from the guard tinkering with the Robot Interceptor before you run

When you activate the antenna, the guard with the double MagSec 4s will come blazing out of this door!

down through the long service tunnel. When you arrive at the end, peek around the corners to reveal an onslaught of enemy agents. Snipe the sentry turret from long range before you even begin to make your approach on the antenna. If you just try to rush it, you'll be torn into tiny little giblets. Lower the antenna using the switch on the side of the building, then equip your Comms Rider and throw it onto the antenna dish. This will complete: **2. Plant comms device on antenna**.

3 Ride down to the hangar on the lift (remembering to stay on the elevator a few times so you don't take splash damage from Grenades). When the coast is clear, you can creep up to the steel scaffolding and hop on the elevator. Take out the last group of guards (either with the Dragon, or with the Rocket Launcher) before entering the final room to make contact with Jonathan.



This is the elevator you'll need to ride down to Floor B1F.

If you decide to attack the guards near these crates from close range, watch out for Grenades.

SECRET WEAPONS

MagSec 4 (x2) All Difficulties

To get double MagSec 4's, you'll need to take out the red & white guard who comes blazing out of the door near the sentry turret (right next to the antenna). There's no special method here, and the MagSec 4 isn't even that great of a weapon. At least you can tell your friends that you found doubles on this stage, right? And then you can laugh real hard, and point your finger at them...

PERFECT

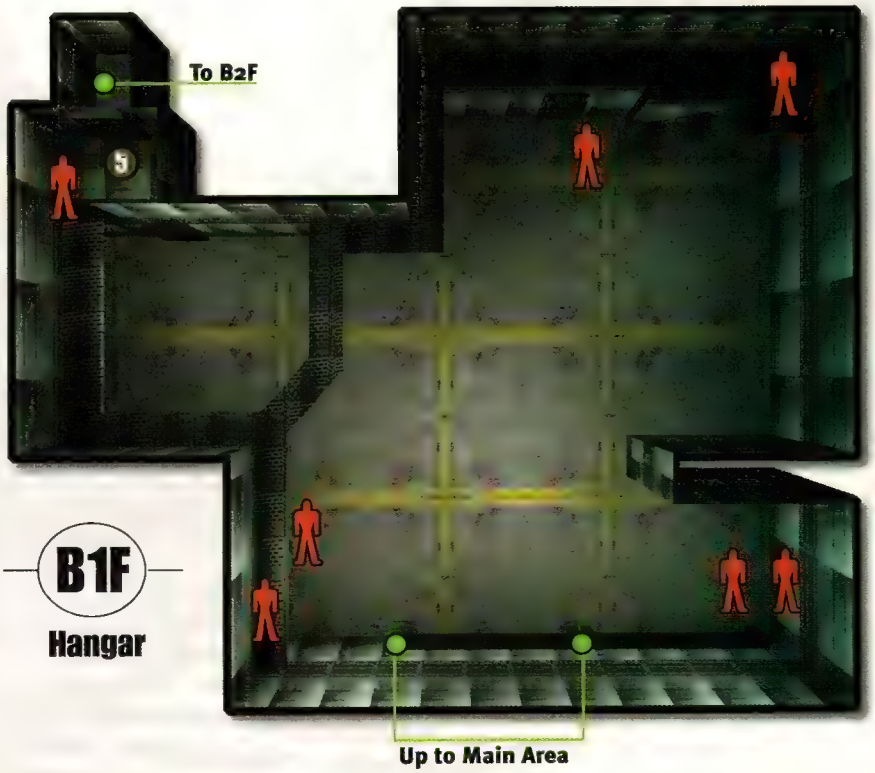
DIFFICULTY: HARD

As usual, there will be no Shields on Perfect Agent. To make up for this, you'll need to use just a bit more stealth than you did on the previous two difficulties.

1 Everything starts out exactly as it did on Special Agent, up until the point where you attack the enemy agents hiding in the guard tower. Even though you don't have a sniper rifle, we found it much easier to take them out from long range. Since they're both packing the MagSec 4 (one of the most inaccurate guns in the game), they won't be able to hit you consistently.

2 Jump down into the basement area and plant your Explosives just as you did on Special Agent. When it's done, take out the guard working on the Interceptor. Take his **Key Card**, and then make your approach on the antenna area. Make sure to blow up the Interceptor before proceeding into the antenna area. If you don't, you'll come back to a room full of trouble when you return to descend in the elevator.

3 Your strategy in the antenna area is only altered by a few simple steps. First off, make sure that you only fight a few guards at once. If they manage to stack up, it's nothing but trouble. Most importantly, make it a priority to take out sentry turrets before they chew you into MeatPieces™. Use the peek and snipe method. Place the Comms Rider on the antenna and then clear out the last two Robot Interceptors to complete your only new objective: **3. Disable all robot interceptors**.



SPECIAL AGENT: FOR CHEAT

Target Time: 5:00
Cheat Earned: Hot Shot
Overall Difficulty: Hard

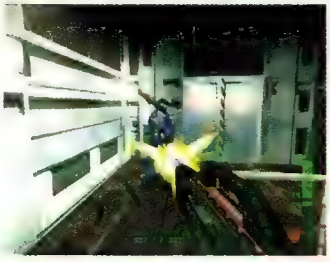
Walk-Through

❶ Start by letting the guard walk past the building (in the cinema), then start the mission and begin blasting as you run for the corridor. Run to the sentry gun and take it out with your Falcon (this one does too much damage to avoid). The next one however, CAN be avoided. Continue past the guard tower and blast the guards inside the tunnel. Turn, and pivot toward the fence as you lob a Grenade into the minefield. Quickly dash through the fence and grab the Rocket Launcher (and Shield!), then take out the two guards next to the staircase. Plant the explosives, and escape around the 1:15 mark.

❷ Take out the sentry gun to your left, then grab the Key Card and head for the minefield. Activate the hangar lift as you go by so it will be open when you return, then run for the antenna. After the sentry gun is out of the way, place the Comms Rider and dash back to the hangar lift. Switch to the Dragon and start mowing down troops as you ride the elevator lift to the lower floor. Here, you should be around the 4:00 mark. Run up the steel ramp, and switch to the Rocket Launcher. Fire it right at the exit and you'll take out all four guards! Quickly switch back to your Dragon, take out the last guard, and jump off the walkway and enter the door underneath to complete the level!

❹ When you get to the elevator area, use any excess Grenades on the guards who rise up from behind the crates. The splash damage should be more than enough to take care of them both. Enter the hangar (as you did on Special Agent), then make your way up to the elevator. Clear out the last group of guards (with the Rocket Launcher) and go through the last door to complete the level!

If you stand right here, you should be able to use one rocket to take out the entire bunch.



While you're waiting for the elevator, guards will continue to attack you.

Enter this room to meet up with the CI Agent and complete the level.

08 LEVEL

AREA 51

RESCUE

CHEATS

X-Ray Scanner

Complete on any difficulty level to earn.

Play as Elvis

Complete on Perfect Agent in 7:59 (or under) to earn.

OBJECTIVES

★ Agent

1. Obtain lab technician disguise
2. Gain access to autopsy lab
3. Rescue the crash survivor

★ Special Agent

1. Locate conspiracy evidence
2. Obtain lab technician disguise
3. Gain access to autopsy lab
4. Rescue the crash survivor

★ Perfect Agent

1. Destroy computer records
2. Locate conspiracy evidence
3. Obtain lab technician disguise
4. Gain access to autopsy lab
5. Rescue the crash survivor

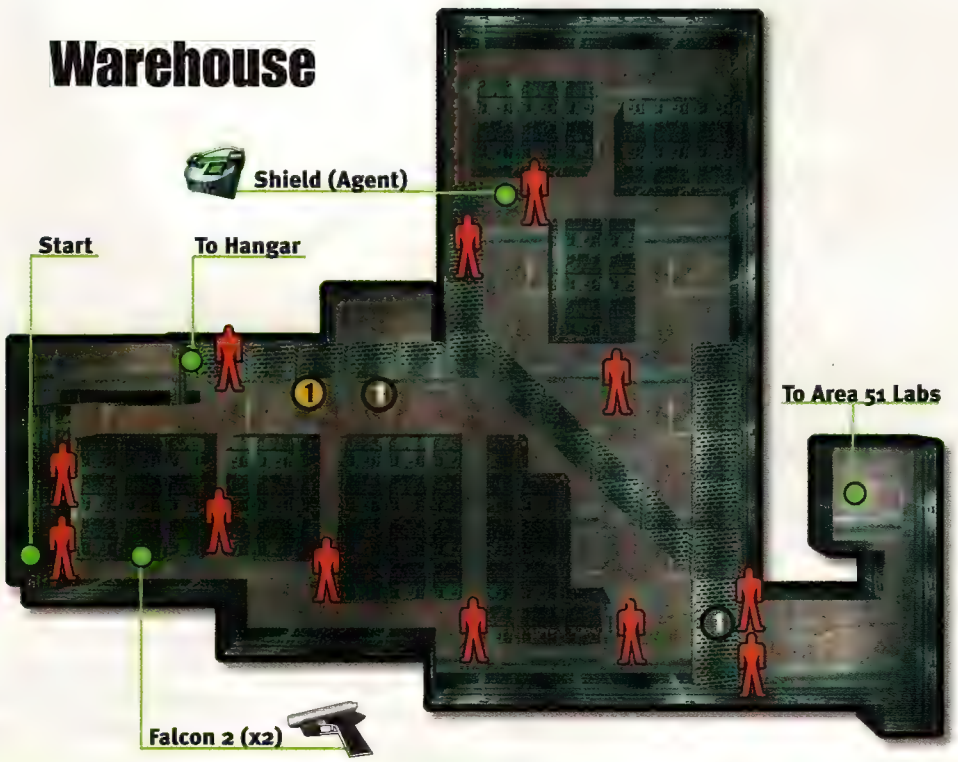
Agent	Items	Agent	Items
★☆☆	Falcon 2 (silenced x2)	★☆☆	Phoenix
★☆☆	Dragon	★☆☆	X-Ray Scanner
★☆☆	Super Dragon	★☆☆	Data Uplink
★☆☆	Grenade	★	Shield x2
★☆☆	Tranquilizer	☆	Shield x1

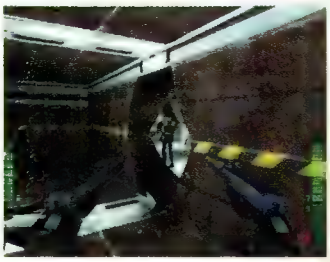
AGENT

DIFFICULTY: EASY

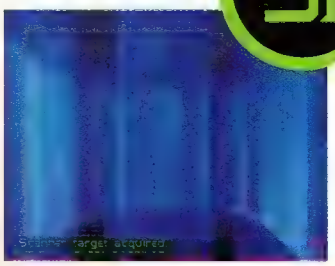
One thing we'd like to point out is that you can just leave the explosive crate at the start of the mission. Although Jonathan says you'll need it, we recommend doing it a completely different (and better) way.

1 Storm the first room and take care of the enemy agents inside. They're everywhere, so watch your back and work methodically. Grab a **Dragon** from the first guard you drop (saving your ammo for later), and then stockpile as much ammo as you can. Take out the remaining guards on your way to the lift. One of them even drops a **Shield** (see map). There's a few more guards up top, so blast 'em and collect their Dragon ammo. Head through the door, and then snipe two of the guards walking patrol from the ledge below. The rest of the guards will come down into the elevator — all of which you can easily take out with a few quick bursts from the Dragon. Leave one Dragon on the floor (don't pick it up quite yet!), and then head around to the opposite side of the steel scaffolding.

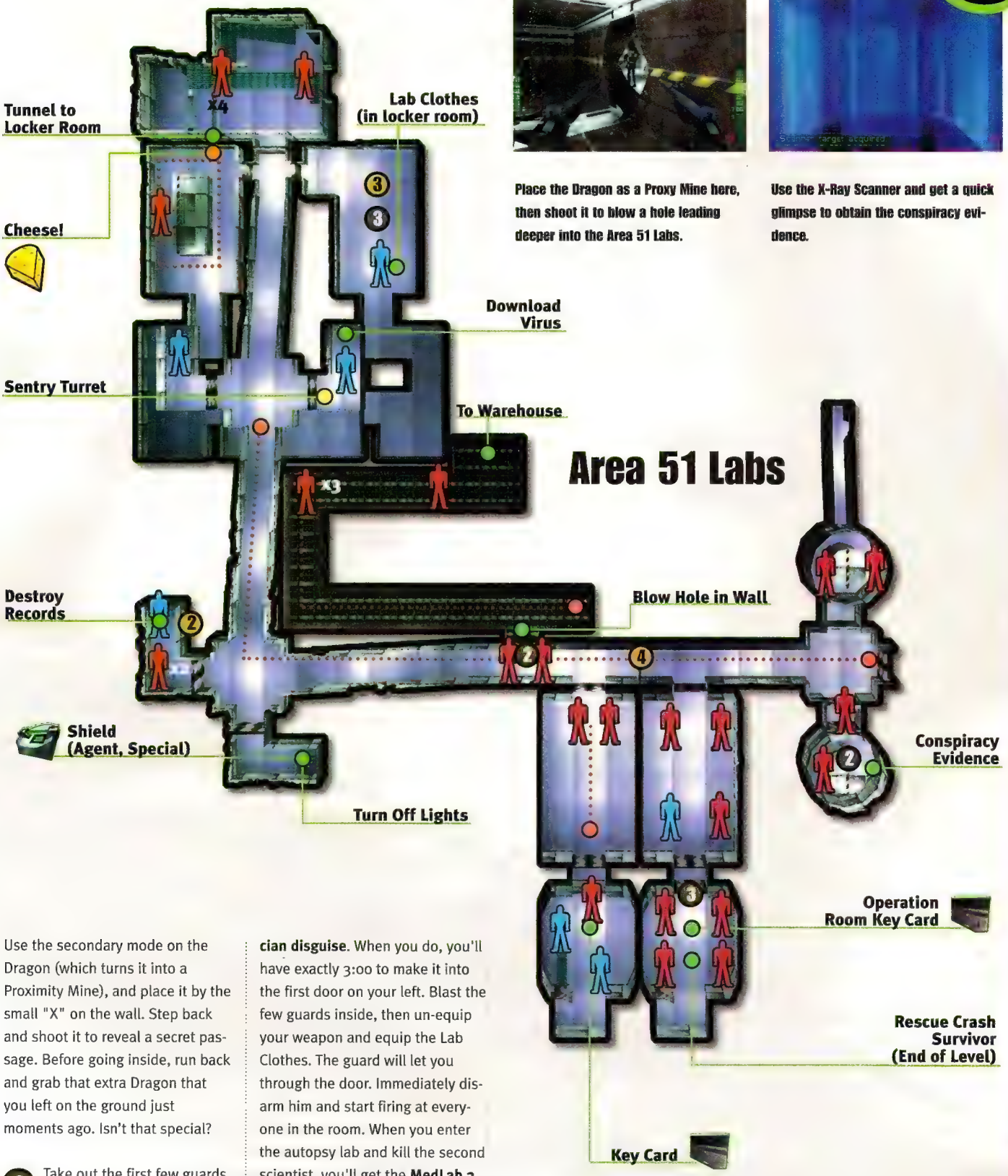




Place the Dragon as a Proxy Mine here, then shoot it to blow a hole leading deeper into the Area 51 Labs.



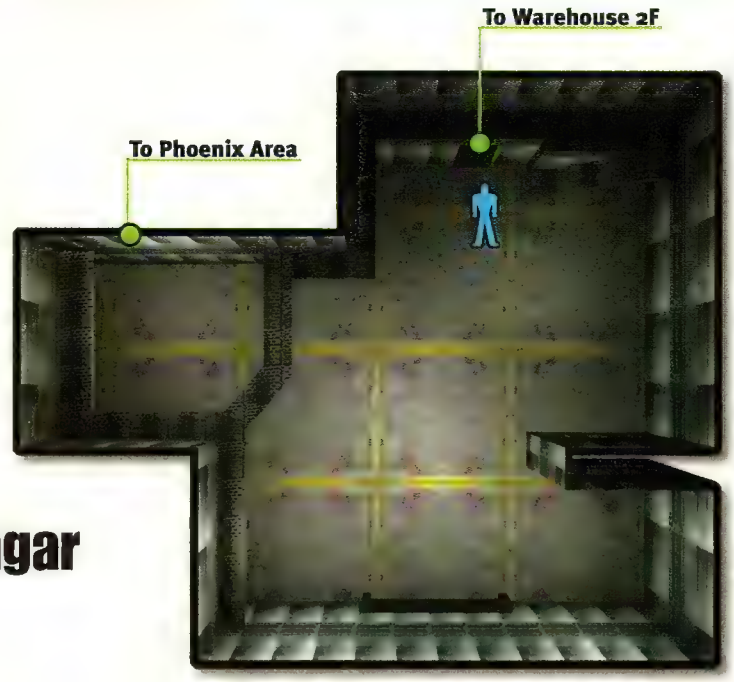
Use the X-Ray Scanner and get a quick glimpse to obtain the conspiracy evidence.



Use the secondary mode on the Dragon (which turns it into a Proximity Mine), and place it by the small "X" on the wall. Step back and shoot it to reveal a secret passage. Before going inside, run back and grab that extra Dragon that you left on the ground just moments ago. Isn't that special?

2 Take out the first few guards and pick up the **Lab Clothes** to complete: **1. Obtain lab technician disguise**. When you do, you'll have exactly 3:00 to make it into the first door on your left. Blast the few guards inside, then un-equip your weapon and equip the Lab Clothes. The guard will let you through the door. Immediately disarm him and start firing at everyone in the room. When you enter the autopsy lab and kill the second scientist, you'll get the **MedLab 2 Key Card.** This will complete: **2. Gain access to autopsy lab**.

3 Backtrack all the way out, and head back down for the second **Shield** (if you need it). Otherwise, just head to the door on your right and enter the second MedLab area. Grab the **Operation Room Key Card** before escaping — you'll find it on the guard to the left in the very last room. This will complete your last objective: **3. Rescue the crash survivor.**



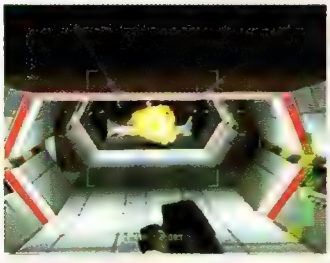
AGENT SPECIAL

DIFFICULTY: MODERATE

1 Just like the previous difficulty, except you probably won't want to storm the first room without a plan of attack. Check the guard locations (and paths) on our maps, then enter the room and use ONLY your Falcon 2 (silencer). This way, you can avoid alerting the guards , which will keep them from piling up in the center of the room near the lift. There's no Shield this time around, so proceed with a bit more caution. Ride up to the second lift and use the same procedure that you used on Agent to access the secret passage.

2 Unlike before, you'll need to track down and locate the Lab Clothes on your own, so it's best to head down to the end of the hallway and grab the **Shield** from the first computer lab. Enter the containment lab on the right side, and activate the first switch on the right to hoist up the conspiracy evidence. Equip your X-Ray Scanner and view the alien body for a few seconds to complete: **1. Locate conspiracy evidence.**

3 Run all the way to the opposite side of the underground complex until you run into a final set of doors. Take the small door to your right, and kill the scientist inside. Sometimes, he has the Lab Clothes, and sometimes not. If you don't get them from killing him, open up the adjacent lockers until you find them. You'll have 2:15 to get back to the first Medlab, more than enough time if you know where you're going (use the map!). When you enter the MedLab, follow the same procedure that you followed on Agent — just make sure equip your Lab Clothes and disarm your weapon before attempting to enter. Grab the **MedLab 2 Key Card** from the scientist, and run over to the very next room. Grab the **Operation Room Key Card** before escaping — you'll find it on the guard to the left in the very last room.



With your SuperDragon equipped, simply walk backwards as the enemy agents run into your explosions.

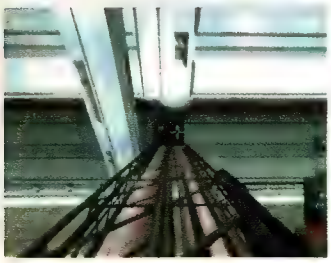
SECRET WEAPONS

Falcon 2 (x2) All Difficulties

You can grab double Falcon 2 (silenced) right off the bat, hidden in a small crate. Creep around the first corner past the initial group of guards, and destroy the small blue box underneath the storage containers. Inside you'll find the Falcon 2 (silenced), and you'll have doubles.

Phoenix All Difficulties

If you knock out the guard holding the Elevator Lift Key Card on the previous level (the red guy standing next to the Robot Interceptor), he'll still be alive on this level. Walk up to the door right above your start location, and he'll open it for you. If you killed this guard on the previous mission however, you won't be able to get it. *(Refer to the walk-through for Level 7).* Follow the path down through the hangar, and then hop on the elevator. Inside the next room, you'll see the Phoenix lying on top of a bench. Once you get the Phoenix, this level is a whole lot easier.



This little vent (inside the Area 51 Labs) leads to a ventilation shaft. Drop down the shaft to enter the locker room.

Phoenix Area

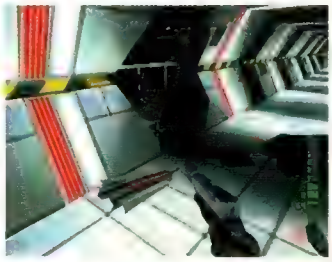
PERFECT
DIFFICULTY: HARD

1 Unlike the previous difficulty setting, you WON'T want to storm the first room "Rambo" style. It actually pays off to sneak around and take out as many guards as you can without being detected by the whole darned mob of 'em. Ride up to the second lift and use the same procedure that you used on Special Agent to access the secret passage. (You remember the whole deal with the Dragon as a Proxy Mine, right)? If you want, you can throw a Proxy Mine in front of the lift. When the guards get off, they all get blown to kingdom come in one big package.

2 Your only new objective for Perfect Agent is to: 1. Destroy computer records. Equip your Data Uplink and turn off the lights to the complex inside the first computer room. Run down the hall to the second computer room (on the right), and take out the scientists, and sentry turret inside. Download the virus onto the computer panel (using your Data Uplink), and then run back to the top and go to the room on the right. Destroy everything inside, and you'll complete: **1. Destroy computer records**. This section can be somewhat tricky the first few times, so feel free to reference the maps for some greater understanding of where to go.

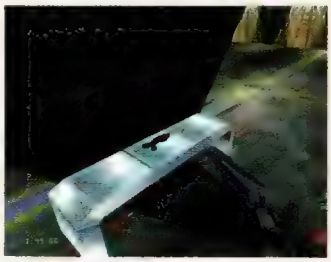
3 After that section is complete, you'll need to go use the X-Ray Scanner in the containment lab to uncover the conspiracy evidence. Once completed, you'll need to go back for your Lab Clothes. This time, the side doors will be locked, forcing you to enter the hangar area and climb along some steel scaffolding before you drop down through the ceiling vent. Upon finding the Lab Clothes, you'll only have 1:30 to get back to the MedLab area. Unlike Agent and Special Agent, use haste to get back to the MedLab. You should have enough time — we just wanted you to be aware that the 1:30 ticks down awfully quick if you get lost.

4 Complete the end sequence just as you did on Special Agent, grabbing the two **Key Cards** from the two separate MedLabs before finally exiting the level.



On Agent, the Lab Clothes will be right inside the hole in the wall.

On Special and Perfect Agent, you'll need to locate the Lab Clothes on your own. (Check ALL lockers!)



The Phoenix is out of the way, but it sure is worth it on Perfect Agent. The Explosive Shells do massive damage!

PERFECT AGENT: FOR CHEAT

Target Time: 7:59
Cheat Earned: Play as Elvis
Overall Difficulty: Hard

Walk-Through

1 Take out the first group of guards, then head for the elevator (which will close at 0:29). Once you reach the top, kill the guard on the left side of the elevator. Make your way over to the area where you blow the hole in the wall (if you make it there around 1:30-1:50 there will be only one guard). Take out the guard standing in front of the alien room, then get inside and use your X-Ray Scanner. Now head all the way down the hallway and make a right. Quickly run to the room where you download the virus, then head for the warehouse.

2 Get the Lab Clothes quickly, then destroy the computer records on the way back. Enter the MedLab and grab the Key Card, then quickly switch to your SuperDragon as there are four guards on your way out. Leave and head right, down the hallway and then through the first door on the right (the autopsy lab). There are two guards standing behind the second set of grey pillars, one guard behind the brown wall on the left side, and one scientist on the right side. Take them all out with the SuperDragon, then quickly gun down the last remaining scientist and grab the Key Card. Unlock the last door and enter the experiment area and you're home free!

09 AREA 51

LEVEL

ESCAPE

CHEATS

SuperDragon
Complete on any difficulty level to earn.

Invincible
Complete on Agent in 3:50 (or under) to earn.

OBJECTIVES

Agent
1. Rendezvous with CI spy
2. Locate secret hanger
3. Escape from Area 51

Special Agent
1. Rendezvous with CI spy
2. Locate secret hanger
3. Revive Maian bodyguard
4. Escape from Area 51

Perfect Agent
1. Locate alien medpack
2. Rendezvous with CI spy
3. Revive Maian bodyguard
4. Locate secret hanger
5. Escape from Area 51

Agent	Items	Agent	Items
★☆★	Falcon 2 (scope x2)	★☆★	Remote Mines
★☆★	SuperDragon	★	Shield x2
★☆★	Tranquilizer	★☆	Shield x1

AGENT
DIFFICULTY: EASY

1 Begin in a room filled with poisonous gas, after which you'll need to grab ahold of Elvis and push him outside. Pass up the two scientists wielding Tranquilizers and walk up to the wall to your right. It's actually a secret door! Open the door, and walk all the way to the very bottom. This section is known as the "Containment Area," and it is where you'll need to leave Elvis until a little later on in the mission.

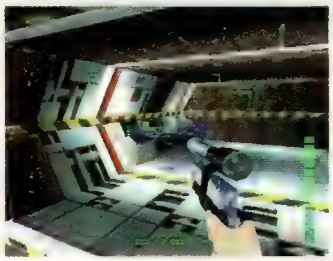
2 Go back up the slope, and enter the containment lab on the right. The maintenance hatch will be open, and you'll have access to the first oil storage room. Open the door and traverse the bridge across the canyon. When you enter the next room, you'll meet up with Jonathan and complete: **1. Rendezvous with CI spy**. Grab the **Shield** from around the corner, laying on top of some explosive oil barrels. When you're all finished, cross the bridge and bring Jonathan into the first oil storage room. When you re-open the oil storage room door, there will be four or five enemy agents waiting inside. Open the door and immediately take them out with one well-placed SuperDragon Grenade.

3 When Jonathan enters the room, he'll begin rigging an explosive to access the secret hangar area. While he's working, stand in the doorway and cover his back. If you stand in the door just right, it won't close and you can cover both sides with ease. Smoke those baddies for about 35 - 40 seconds before the bomb finally explodes and reveals the secret hangar. Protecting Jonathan is probably one of the most frustrating parts of the level, so make sure to lay waste to anything that moves! Even after the explosives go off, it's wise to peek down to the bridge and take out any lingering guards that remain. If you don't, Jonathan has a tendency to try and take them out by himself. And if he gets killed in the process, you fail the mission. Get our drift? Pass through the hole to complete: **2. Locate secret hangar**.

4 Run down the steel staircase and enter the door with the red lights above it. Inside, you'll find Elvis. Run with both Jonathan and Elvis to the Maian Spaceship, and you'll complete: **3. Escape from Area 51**.

There is an alternate exit to this level, which we explain in the Special Agent walk-through. Of course, you could check it out now if you're curious!

Before you drop Elvis off in the Containment Area, backtrack and grab the double Falcons.

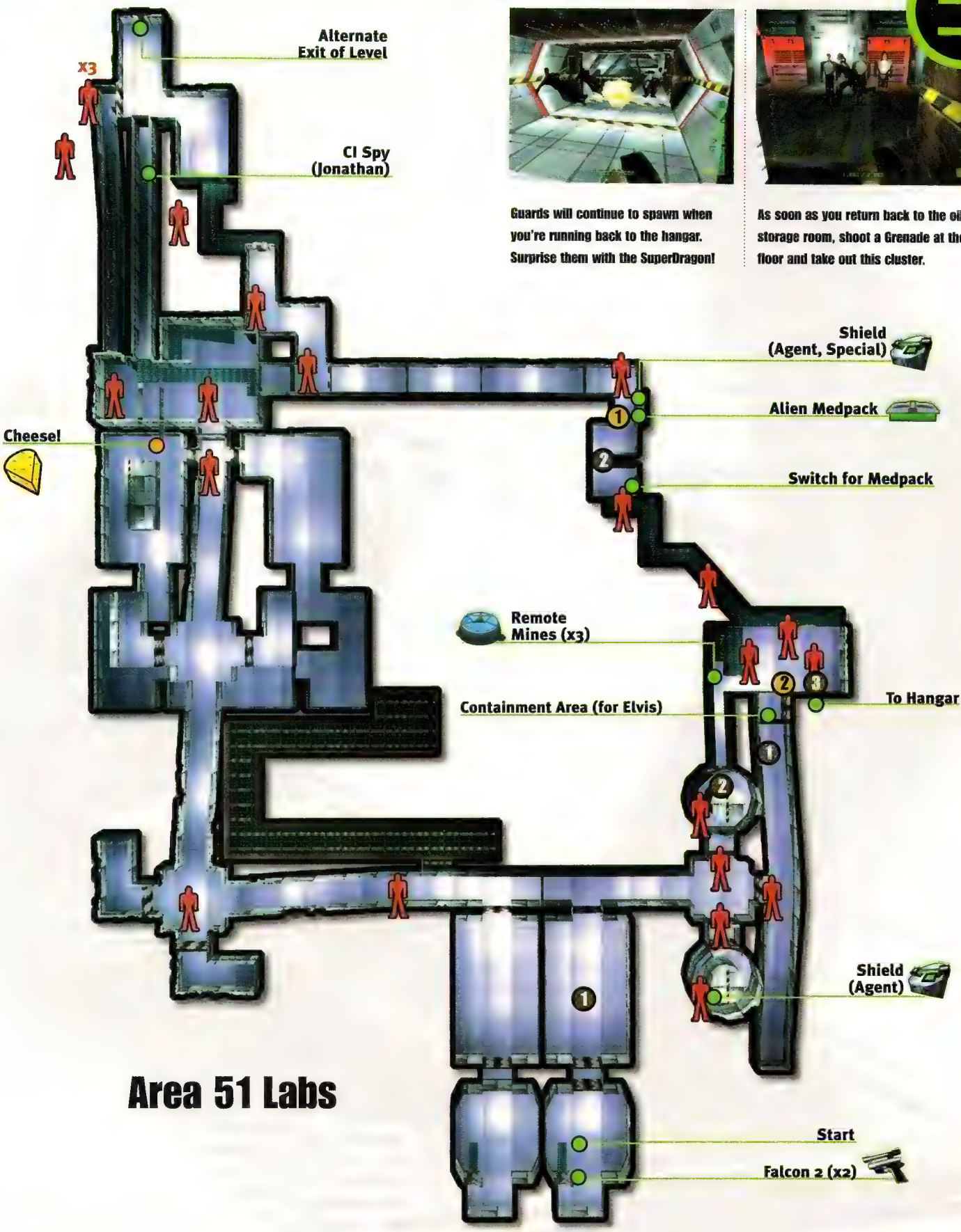


Leave Elvis here (in the containment area), and you'll get a radio call to meet up with Jonathan.

If you got Elvis down into the Containment Area in 36 seconds or under, you'll get three Remote Mines.

Guards will continue to spawn when you're running back to the hangar. Surprise them with the SuperDragon!

As soon as you return back to the oil storage room, shoot a Grenade at the floor and take out this cluster.

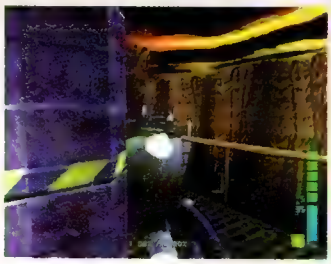


Area 51 Labs

SPECIAL AGENT
DIFFICULTY: EASY

1 The first part of the level is exactly the same as it was on Agent, where you begin in a room filled with poisonous gas, after which you'll need to grab ahold of Elvis and push him down to the Containment Area. Secure him in place, then access the oil storage room.

2 Cross the bridge over the canyon and enter the next room. Push the explosive barrel up against the glass and shoot it to break the glass exposing a computer terminal that needs to be activated in order to get the Shield in the very next room. Grab the **Shield** prior to meeting with CI agent Jonathan. The next set of events are the same as they were in Agent, up until you locate Elvis in the containment area. When you find him, administer the Alien Medpack to get him back to full health. It takes about 30 seconds to kick in, and while it's working, you should be checking the adjacent doors for enemy agents. When he awakens, you will complete the only new objective to Special Agent: **3. Revive Maian bodyguard.**



If you keep a steady flow of splash damage covering the bridge, enemies won't even get the chance to retaliate.

When Jonathan finishes tinkering with the explosives, a new passage will appear. Pass through and continue on.

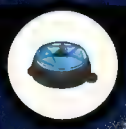
3 Again, you'll have to either protect Jonathan as he sets off the switches, or you'll have to go flip the two switches yourself and use the Hoverbike as an escape route. Regardless of which choice you make, you'll complete your fourth objective and the level will end.

There are two distinctly different exits to this stage, but unfortunately, they both lead up to the very same outcome. Your choices are as follows: 1.) Stand close to the Maian spacecraft, and you'll escape on it, or 2.) Stay farther away from the spacecraft, and Joanna will need to escape on the Hoverbike. Your first choice is a much easier one, since you'll immediately complete the level while Jonathan stays busy activating the switches that open the hangar doors. The second choice involves a few extra steps that make you backtrack through the map (on the Hoverbike) and out past the air defense turrets that you disabled on a previous level (Area 51 - Infiltration). Other than a mildly different cinema (one that has Joanna underneath the Maian spacecraft), there is no benefit to taking the long and difficult route.

SECRET WEAPONS

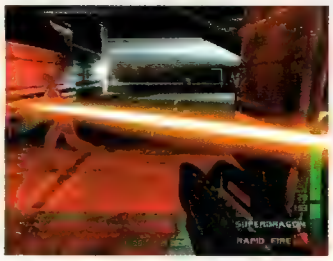
Falcon 2 (x2) All Difficulties

At the very beginning of the stage, the room will fill up with hazardous gas forcing you to escape with Elvis before even getting the chance to check your surroundings. If you want an extra Falcon 2 (scope) and don't mind taking just a little bit of damage, run back into the gas filled room and pick up the Falcon 2 (scope) from the floor near the dead scientist. Now you've got doubles!



Remote Mines (x3) All Difficulties

If you manage to bring Elvis down into the containment area in under 36 seconds, you'll have a chance to pick up 3 Remote Mines. You won't get the mines right away (so don't freak out!). Instead, you'll get pick them up inside the very first room near the red & white guards, on the floor behind the wall. Check our map for the exact location!



After you give Elvis the Alien Medpack, open the door and prepare for battle! Watch that crossfire...

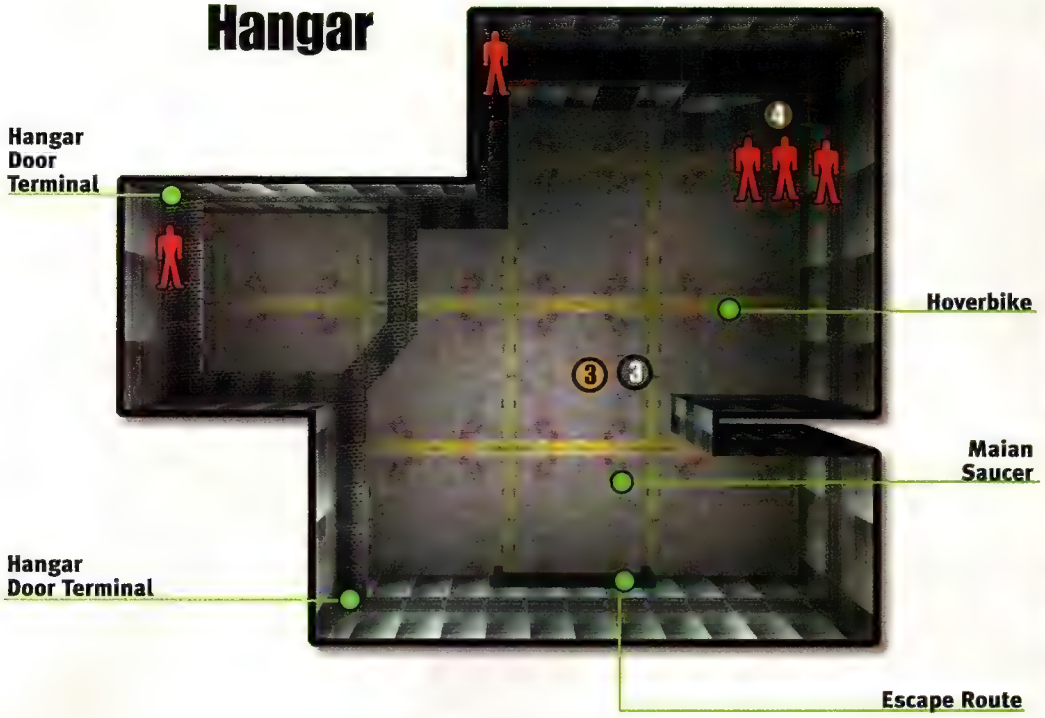
PERFECT AGENT
DIFFICULTY: HARD

1 Your only new objective on Perfect Agent is to first locate the Alien Medpack before you give it to Elvis. Remember that Shield that was hidden behind the double glass doors near those explosive oil barrels? Well, there's no Shield there anymore, but at least they replaced it with the **Alien Medpack**. Go there and fetch it immediately, after which you should return and rendezvous with Jonathan. When you guard his back, remember to stay stationary right in between both rooms so you can view both sides at once.

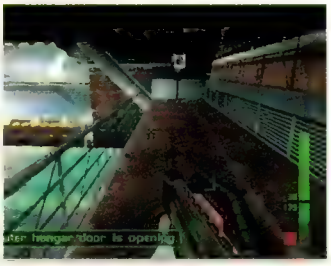
2 A good tip on Perfect Agent is to conserve ammo by using your Falcon 2 and Tranquilizer (picked up from the scientist) until you honestly need to whip out the SuperDragon. When you're just trotting around the level, try to use the Falcon 2 or the Tranquilizer. But when the key events begin to arrive, make sure to switch to the SuperDragon and take charge of the situation. Two events that pop into mind are when you guard Jonathan while he's setting up the explosives, and also when you need to guard Elvis after you've administered the Alien Medpack. Both of these situations have guards coming in from every which way, so it pays to have some ammo stocked when the time comes.

3 Since you'll probably be extremely low on health by the time you make it to the very end, we highly recommend that you take the standard exit and let Jonathan activate the switches while you guard his back. Again, it's key to have a reserve of SuperDragon ammo to make it through this last section.

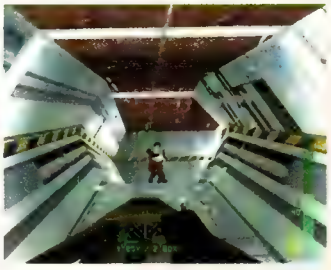
Hangar



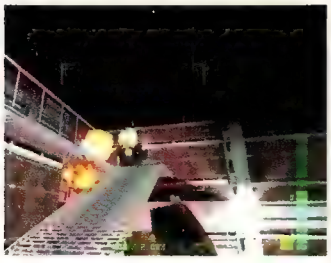
The first exit to the level is simple — just stand close to Elvis and Jonathan will take care of the rest.



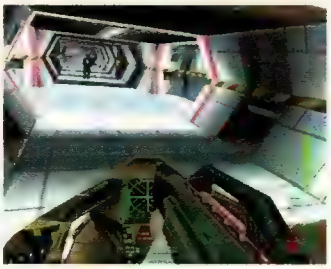
The alternate ending is a bit more complex — especially when you need to run up and open the doors on your own.



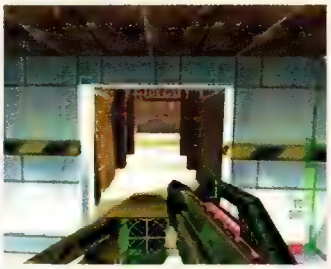
If you're trying this on any difficulty level but Agent, the guards at the end can cause some serious problems.



A steady flow of guards will enter the room, so you'll want to protect Jonathan as he gets the doors open.



Get on the Hoverbike and work your way toward the northern end of the Lab Area (check our maps for more info).



If you make it this far, well... you made it! Congratulate yourself as one of the chosen few to take the alternate exit!

AGENT: FOR CHEAT

Target Time: 3:50
Cheat Earned: Invincible
Overall Difficulty: Hard

Walk-Through

❶ One important thing to note on this stage is that ANY hesitation will cause you to miss your target time. Start off by quickly dropping Elvis in the containment area. Head straight for the CI spy, but don't take to long with the guards before the walkway (use the SuperDragon).

❷ Meet with the CI Spy and dash back across the walkway. As you open the door lob a Grenade at the four guards waiting behind it. Jonathan will be busy with the bomb, so just just keep tossing Grenades on the walkway to eliminate all of the enemy agents. As he blows open the wall, pass through and take out the guard.

❸ Immediately run for Elvis, and don't even bother waiting for Jonathan. Skip the cinema, then , take out the guards near the hole in the wall while Jonathan and Elvis both run for the Maian saucer. When they arrive at the saucer, make them start talking and then dash for the first terminal (you should get here around 3:05 - 3:15). Take out the guard, then wait until you hear the music change. As it changes, open the first hangar door then run straight over to the next terminal. Activate the second panel and you're finished!

10 LEVEL

AIR BASE

ESPIONAGE

CHEATS

Team Heads Only

Complete on any difficulty level to earn.

Unlimited Ammo - No Reloads

Complete on Special Agent in 3:11 (or under) to earn.

OBJECTIVES

★ Agent

1. Obtain disguise and enter base
2. Subvert security monitoring system
3. Board Air Force One

★ Special Agent

1. Obtain disguise and enter base
2. Check in Equipment
3. Subvert security monitoring system
4. Board Air Force One

★ Perfect Agent

1. Obtain disguise and enter base
2. Check in Equipment
3. Subvert security monitoring system
4. Obtain flight plans from safe
5. Board Air Force One

Agent	Items	Agent	Items
★☆★	Crossbow	★☆★	DrugSpy
★☆★	Dragon	★☆★	Horizon Scanner
★☆★	K7 Avenger	★	Shield x2
★☆★	DY357 Magnum (x2)	☆	Shield x1
★☆★	Proximity Mines		Shield x1

AGENT

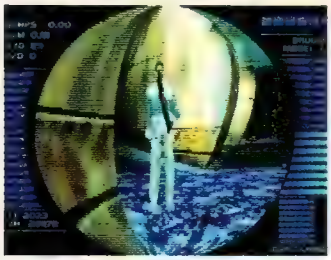
DIFFICULTY: EASY

1 Take out the first couple of guards near the start leading up to the cave, but make sure not kill any of them — you only need to either sedate them with your Crossbow. Get the Stewardess Uniform (from the stewardess), and then equip it and enter the base area. The security guards will let you pass through as long as you equip it before you open the front door. When you do so, you'll complete your first objective: **1. Obtain disguise and enter base.**

2 Walk down the first escalator to your right and knock out the guard in the blue polyester uniform. You'll know which one he is since he'll begin attacking you as soon as you see him. Either that, or you'll want to strangle him for his crappy voice-overs. Grab the **Shield** from the guard near the elevator lift, then ignore the rest of the crew and follow the blue line on the floor up to the baggage security room. When you activate the computer, you'll complete: **2. Subvert security monitoring system.**

3 Head back to the elevator lift, and ride it down to access the Air Force One storage area. Take out the guards off to the far left before you even attempt to mess with the laser grid system. When you drop 'em, work your way through the alternating beams until you finally reach the ladder that leads up into the underbelly of the plane. This will complete your final objective: **3. Board Air Force One.**

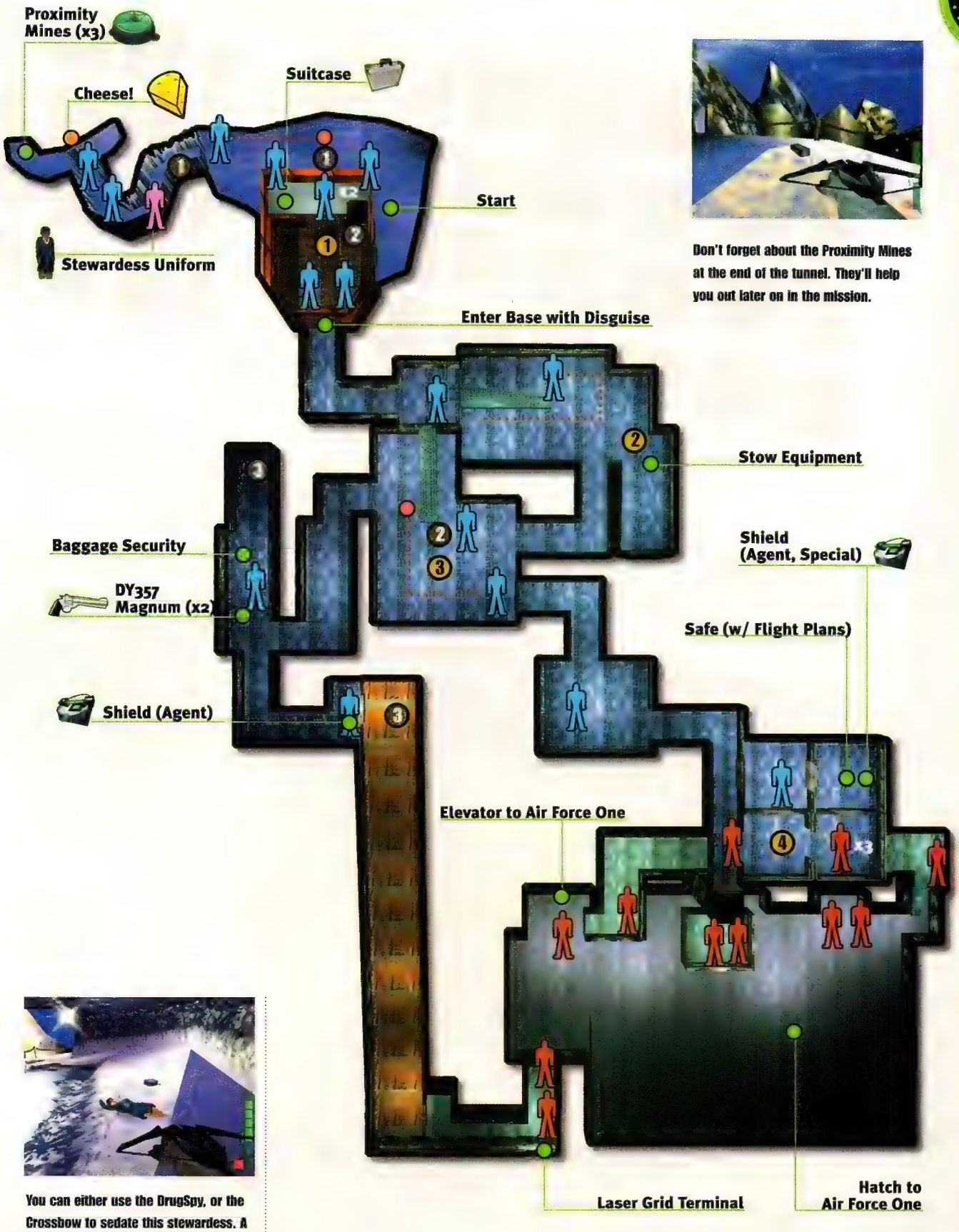
*It's important to know that there are two distinctly different exits to this level. The first and more preferable exit is the one we listed above. One cool thing about this choice that separates it from choices in previous levels is that it **ACTUALLY** affects the start location on the next stage. The only reason that one is more preferable than the other is because the first exit will start you on the lowest deck of the Air Force One, closer to your first objective. Here's a quick walk-through of how to get the second exit: From the baggage security room, head down the steps and out into the main room. Follow the orange and purple lines over to the elevator and ride it down into the Air Force One hangar. Once inside the hangar, smash the two guards and head over to the right. Run up the stairs, and around the corner before entering the through the main door of the Air Force One.*



Instead of using your Crossbow, why not try flying your goofy little DrugSpy around!

These guards will be completely oblivious to your disguise — as long as you have it on!

A quick burst should take out the guard near the terminal. Try to disarm the guy in the back for double DY357s!



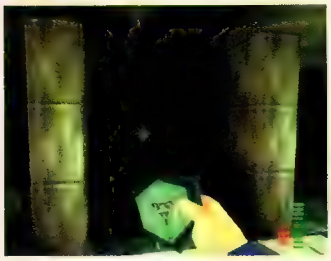
Don't forget about the Proximity Mines at the end of the tunnel. They'll help you out later on in the mission.

You can either use the DrugSpy, or the Crossbow to sedate this stewardess. A hardened fist works well...

SECRET WEAPONS

DY357 Magnum (x2) All Difficulties

Get double DY357 Magnums from the guard inside the baggage security room. The trick here is to disarm him before he gets a chance to light you up— which won't be easy. If you enter the room with haste, and disarm the guard immediately, then you'll have a chance of pulling it off without taking any damage. It's double Magnums man! It's worth it!



When you're storming the security terminal on Special and Perfect Agent, you need to place those Proximity Mines.

Here's another great spot to place a Proxy Mine — the guards will walk right past it when they rush baggage secu-

Stay in the corner until you're sure that all of your mines have been detonated. You wouldn't want to blow yourself up now would you?

On your way out, throw a Proximity Dragon in this corner. It will take out ALL of the guards following you.

SPECIAL

DIFFICULTY: EASY

1 You'll begin this mission just a tad different than you did on Agent. Instead of using your Crossbow on the first few guards, you'll want to equip your DrugSpy. Fly it around to take out the first couple of guards near the start. (Since the DrugSpy only gets eight shots, remember to take your time and get a clean line of sight). If you run out of ammo, you can still use the primary function on your Crossbow to sedate the guards. Either way, you'll need to take out the stewardess, grab her uniform, and head back to the main entrance of the base.

2 Instead of immediately checking in with the guards, you'll want to enter the front door and turn to the left. Take the elevator up, knock out the two guards, and grab the **Suitcase**. Run your suitcase down to the baggage escalator (see map for exact location!), and place it on the small platform. This will complete your second and only new objective: **2. Check in Equipment**.

3 You'll only have 40 seconds to make it over to the baggage security room, and when you do, you'll need to make haste and take out the two guards as soon as you enter. If you manage to take out the first guard (at the terminal) fast enough, you can switch to "Disarm" and get the some double DY357 Magnum action. Override the security terminal and get ready for a swarm of enemy agents from below. We found it best to either stand on top of the staircase and take them out with the K7 Avenger, or to just place some Proximity Mines behind the cement pillars a bit earlier (before you drop off your suitcase). Either way, you'll need to get past the initial wave and then

make your way down into the Air Force One hangar. You'll exit just as you did on Agent, remembering that you have the choice to either go the top or bottom route if you wish.

On Special and Perfect Agent, we also recommend taking the bottom route through the laser grids. If you choose to take the upper path, you'll need to face considerably more guards, and it also takes quite a bit longer to accomplish. Just so you know...

PERFECT
DIFFICULTY: MODERATE

1 Use the DrugSpy to take out the first few guards, then run down into the cave and grab the stewardess uniform. Take the **Proximity Mines (x4)** from the end of the cave and then enter the through the main entrance of the base. Throw on your disguise,

Don't go through the door without blasting that dirty little mine first!

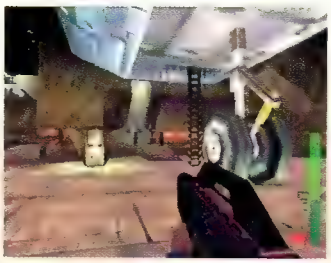
Flip the switch behind the glass cover, then open the safe and grab those Flight plans.

quickly run up the elevator, and grab the **Suitcase**. Make sure to stop and pound the two workers for good measure.

2 When you get down into the main area, make sure to plant your four Proxy Mines before dropping off your suitcase. Plant three of them on the wall behind the cement pillars (under the baggage security room), and then the final one out in the main hallway (near the yellow line). Immediately run up the first escalator, and then down the second one. Place your suitcase on the baggage escalator, and it will begin the 30 second time limit that you have to get over to the baggage security room. Everything is the same as before, so just make sure that you don't run into your own Proximity Mines! Disarm a few guards along the way (grabbing their Dragons), and let the Proximity Mines take care of the first couple agents who come pouring through the doorway.

3 Work your way back to the main room, and use the secondary function on your Dragon to turn it into a Proximity Mine. Get the guards to follow you, and then throw it into the hallway where they'll pass right over it. Pick up a new Dragon and repeat the process until all of the guards are eliminated. (Don't worry about losing any ammo when you use up your Dragons as mines. You'll keep whatever ammo you have built up to this point regardless of how many Proxy Dragons you throw).

4 Follow the orange line into the safe room, and throw yet another Proxy Dragon into the hallway. This should take care of every single guard in the room. Equip your K7 Avenger and enter the room with caution, as there is a Proximity Mine attached to the door that leads into the safe room. Shoot it and the glass will break,



The preferable exit to the level is to enter the Air Force One from the bottom, using this ladder.

granting you access to the safe itself. Flip the switch behind the glass panel and the safe will open, revealing the flight plans. Take them to complete your only new objective: **4. Obtain flight plans from safe**. When all is said and done, choose your escape route (from one of the two choices we have listed in the Agent walk-through), and complete the level. On Perfect Agent, we recommend taking the lower route since you'll only have to deal with about half as many guards.

The alternate way is to wrap around the building and work your way to the top.

It's a bit longer of a path, and you'll have to take out from between 10-15 more guards if you do it this way.

SPECIAL AGENT: FOR CHEAT

Target Time: 3:11
Cheat Earned: Unlimited Ammo (No Reloads)
Overall Difficulty: Hard

Walk-Through

1 Take out the initial group of guards with your Crossbow, then race down the tunnel and grab the Stewardess Uniform. Throw on the disguise and head into the building toward the suitcase. If you've done all this fast enough, the elevator should be just about to open (around 35-45 seconds in).

2 Grab the Suitcase and head back down, then make your way through the door and straight down the first escalator (straight ahead). Drop off the Suitcase and make a left through the corridor, then out toward the other escalator. Disarm the two guards on your way to the monitoring system, and as you approach, equip your Dragon and take out the two enemy agents.

3 Subvert the security systems then run past the three-way intersection. Make a left towards the elevator and take out the guard. Watch your back while you wait for the elevator (which takes forever most of the time, so try to be next to it by 2:05 - 2:15). After coming out of the elevator immediately round the corner and take out the guard next to the laser grid terminal. Finally, you'll want to avoid the last few guards and make your way through the lasers. Now just climb the ladder to complete the level!

11

LEVEL

AIR FORCE ONE

ANTI-TERRORISM

CHEATS

Laptop Gun

Complete on any difficulty level to earn.

Unlimited Ammo - Laptop Gun

Complete on Perfect Agent in 3:55 (or under) to earn.

OBJECTIVES

★ Agent

1. Locate President
2. Get President to escape capsule
3. Detach UFO from Air Force One

★ Special Agent

1. Locate and retrieve equipment
2. Locate President
3. Get President to escape capsule
4. Detach UFO from Air Force One

★ Perfect Agent

1. Locate and retrieve equipment
2. Locate President
3. Get President to escape capsule
4. Secure Air Force One flight path
5. Detach UFO from Air Force One

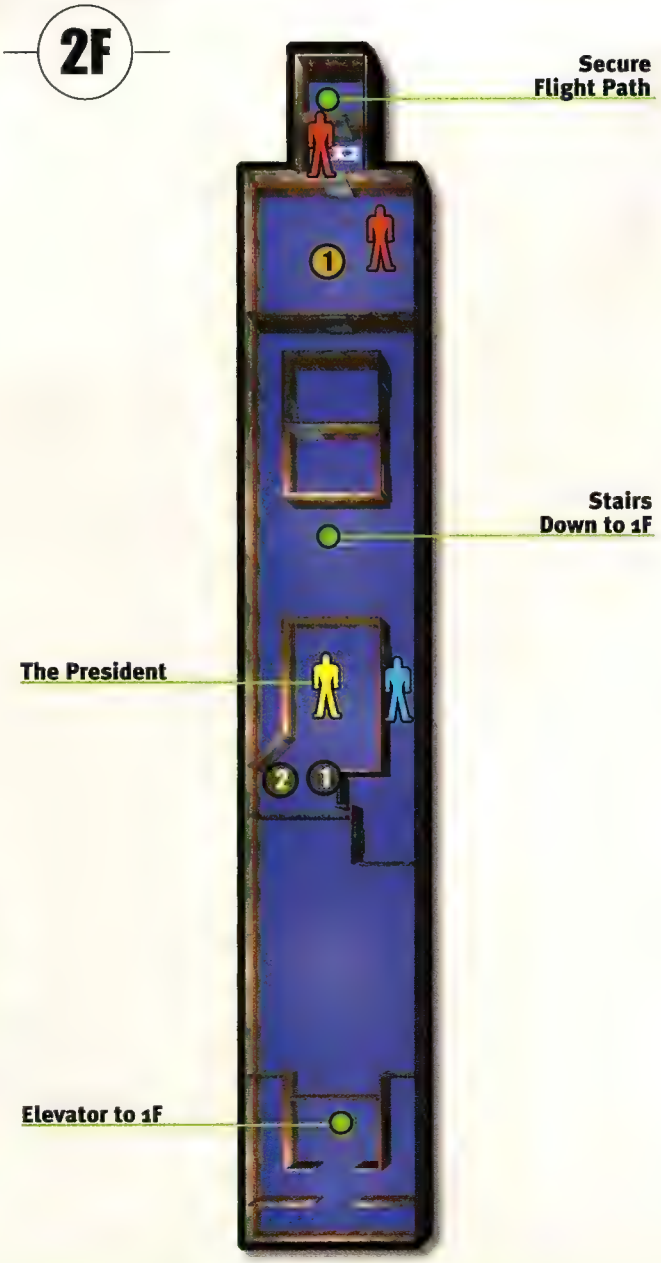
Agent	Items	Agent	Items
★☆☆	Cyclone (x2)	★☆☆	Timed Mine
★☆☆	Laptop Gun	★☆☆	Combat Boost
★☆☆	Falcon 2	★	Shield x2
★☆☆	K7 Avenger	☆	Shield x1

AGENT

DIFFICULTY: EASY

There are two different starting locations to this level. Which one you get is dependent on which choice you made to exit the previous level. If you entered the plane through the bottom hatch, then you'll begin on the lowest deck of the Air Force One. But if you entered the plane through the main door (up top), then you'll begin the mission on the main floor of the Air Force One. We recommend taking the lower route, but either will suffice. The walk-through we have listed below starts from the lowest deck, so here's quick method to get you there if you happened to take the upper path: 1. Just turn around, and ride the small service escalator to the lower deck. When you get there, run through the kitchen and

We enjoyed sneaking up on the President through the back door. He always seemed to look surprised...



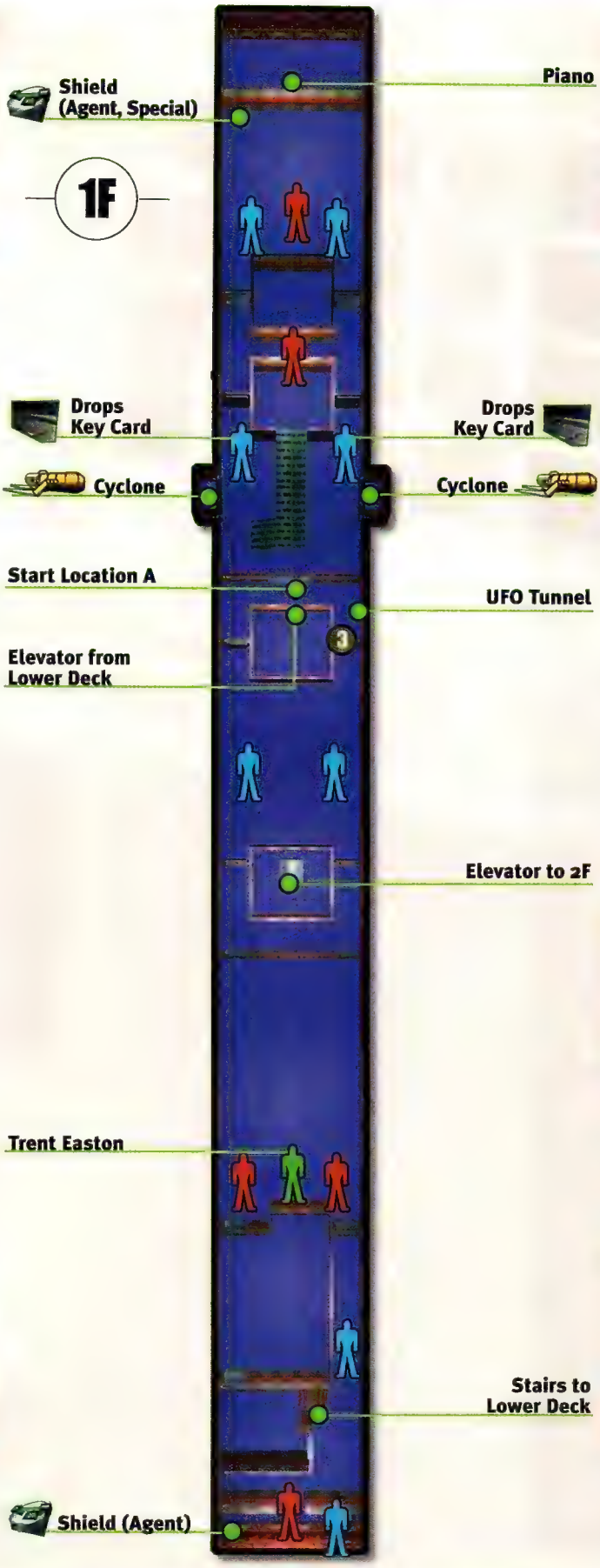
Take out these guards (with your fists) and pick up their Key Cards. Use them to get the double Cyclones.

into the rear of the plane. This is where you'd start if you had taken the lower path.

1 Knock out the guard in the corner (near the lift), and take his **Key Card**. You can use this to lower the Hoverbike down into the cargo bay (see "Secret Item" sidebar). Enter the kitchen, and take the small escalator up to the main deck. Walk through the brown door (with the crest), and knock out the two guards. Take their keys and open the two doors on each side of the room to get the double Cyclones. See the "Secret Weapons" sidebar for more info. When you're fully equipped, walk up to the main floor and grab the **Shield** from inside the refreshment area.

2 Enter the President's room and you will complete: **1. Locate President.** A cinema will ensue, after which you'll need to bring him back through the guard infested main deck and down to the lower floor. Guard the President with your life, and make

This hidden emergency staircase will let you bring the President down to his escape capsule.



Get the President secure inside his escape capsule to complete the objective.

sure that he doesn't accidentally walk in front of your target reticle when you're dealing with enemy agents. Always check your six (look behind you), and make sure you know where he's standing at all times. When you get him into the escape capsule, you'll complete: **2. Get President to escape capsule.**

3 Go to the main deck, then move toward the front of the plane and equip your Timed Mine. Find the newly attached hatch for the UFO and toss the mine into the tunnel. When it explodes, you'll complete your final objective: **3. Detach UFO from Air Force One.**

A few shots with the double Cyclones and Trent will be running for his life.

Throw your Timed Mine into this hatch and separate the UFO from the Air Force One.

We still can't seem to figure out what this guard is shooting at after we punched him.

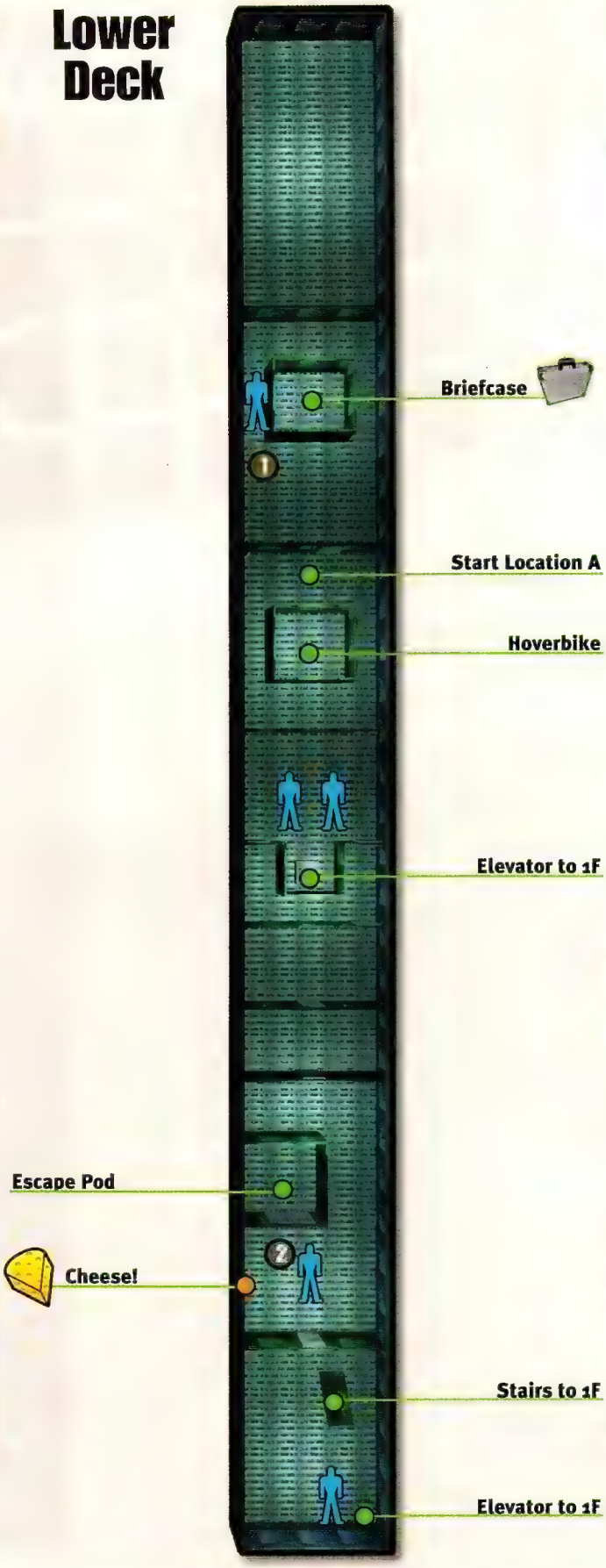
SPECIAL AGENT
DIFFICULTY: MODERATE

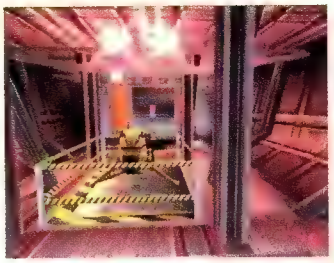
Special Agent plays exactly as it did on Agent, with one brand new objective: 1. Locate and retrieve equipment. The good thing is, you'll get this objective completed within a matter of seconds from starting the map. All you need to do is, get to the lowest floor, and run back toward the rear of the plane and knock out the guard next to the lift — he'll give you a **Key Card**. Use this Key Card on the lift and it will reveal a Suitcase. Grab it to complete: **1. Locate and retrieve equipment**.

1 On Special Agent, it's good to pass up as many of the President's bodyguards as you can. They'll actually attack the NSA Agents when they connect to the Air Force One. So the more of them you leave up and running, the easier the time you'll have dealing with enemy agents. Get up to the President's room and show him the evidence (it happens automatically) to complete your second objective. If you forgot to get the evidence before coming here, you'll fail the mission and he'll call the guards on you. If you want to go for the **Shield**, it's located on the main deck, in the room with the piano. You'll find it behind the bar toward the left side of the room.

Use the Key Card on the control panel to activate the lift. When it emerges, grab your equipment.

Lower Deck



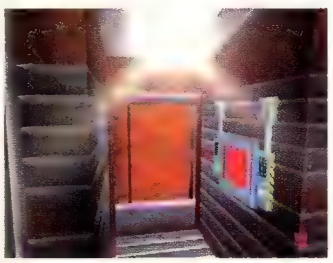


If you want to use the Hoverbike on the next level (Crash Site), then make sure to lower it down into the cargo lift.

2 Bring him down to his escape pod (through the red grate in the floor toward the rear of the aircraft) to complete your third objective. Head back upstairs toward the middle of the plane and throw your Timed Mine into the UFO tunnel. This will complete the mission.

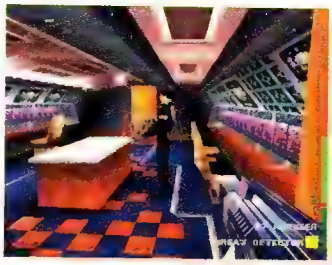
PERFECT
DIFFICULTY: HARD

On Perfect Agent, we found ourselves using the K7 Avenger even more so than we did on Special Agent. Maybe it was because of



You can use these little elevators to get from the lower deck up to the first floor.

On your way to the cockpit you'll run into a few NSA Guards. Luckily, the President's bodyguards will help out!



You'll need to cut through a few guards before you make it up into the pilot's cabin.

Once inside the cabin itself, all that remains is to activate this switch and engage the autopilot.

the stopping power — maybe it was because of the abundance of ammo. Either way, the K7 owned as our weapon of choice. As you begin on Perfect Agent, everything should be exactly the same up until objective: 4. Secure Air Force One flight path. So basically, you should locate your equipment, then find the President. It's probable that you have this entire section of the mission mastered by now, but if you don't, you can just refer back to the Agent or Special Agent walk-throughs.

1 After you throw the Timed Mine into the UFO hatch, you'll have exactly 60 seconds to get into the pilot's cabin and stop the plane from crashing. This should be plenty of time if you know where you're going, so make sure to refer to our map and plot out a course to get there (it's easier to do that than have us explain it to you). Use this time wisely, and go to the top floor and then through the door that leads to the control area. All that's left now is to flip the switch on the center control panel to stop the plane from crashing. When you do so, you'll complete the fourth (and final) objective: **4. Secure Air Force One flight path.**

SECRET WEAPONS

Cyclone (x2) All Difficulties

You can get double Cyclones on the main deck of the Air Force One by knocking out the two guards next to the staircase (below the President's room). Both of them have Key Cards, which when used, open the two side hatches and reveal the double Cyclones (see map).

SECRET ITEM

Hoverbike For Next Stage

So you've seen that suspiciously placed Hoverbike sitting on the cargo lift, eh? Well, if you get the Key Card from the guard at the end of the hallway (the one at tail end of the plane), you can use it on the switch next to the Hoverbike to lower it down into position. On the next level (Crash Site), you'll have access to that very same Hoverbike for the duration of the level! And believe us — the bike makes it a lot easier to move around!

PERFECT AGENT: FOR CHEAT

Target Time: 3:55
Cheat Earned: Unlimited Ammo - Laptop Gun
Overall Difficulty: Hard

Walk-Through

In order to pull this one off in 3:55, you need to have completed the previous level by entering the bottom of the Air Force One.

1 Retrieve the suitcase, then run for the President. Skip past the cinema and start heading toward the piano room. You'll encounter three guards on your way there, one under the stairs, one in the hallway, and the final one in the piano room. Make sure to pick up all of their ammo as you move forward. (You'll be going through clips at a ridiculous rate).

2 Run to the UFO, and place your Timed Mine in the tunnel. Immediately turn around and head up to the pilot room. There's only three guards there, with the last two having their backs turned. Switch on the auto pilot and run to Trent's location. Enter the room from the right side so that you can pick off the two guards with ease. When the area is secure, snatch the ammo and dash for the door to your left. Take the President over to the red grate on the floor, and bring him down through the emergency staircase. Open the door, and the President will run in!

After you complete your fourth objective, you don't have to worry about the President. Guards will cease to re-spawn, so you can just run straight to the escape pod with no worries.

12 LEVEL

CRASH SITE

CONFRONTATION

Agent	Items	Agent	Items
★☆☆	Falcon 2 (silenced)	★☆☆	Proximity Mine
★☆☆	Sniper Rifle	★☆☆	DY357-LX
★☆☆	K7 Avenger	★	Shield x2
★☆☆	Remote Mines	☆	Shield x1

CHEATS

Perfect Darkness

Complete on any difficulty level to earn.

Trent's Magnum

Complete on Agent in 2:50 (or under) to earn.

OBJECTIVES

★ Agent

1. Activate distress beacon
2. Retire Presidential clone
3. Locate and rescue President

★ Special Agent

1. Retrieve Pres. Medical Scanner
2. Activate distress beacon
3. Retire Presidential clone
4. Locate and rescue President

★ Perfect Agent

1. Retrieve Pres. Medical Scanner
2. Activate distress beacon
3. Shutdown enemy jamming device
4. Retire Presidential clone
5. Locate and rescue President

AGENT

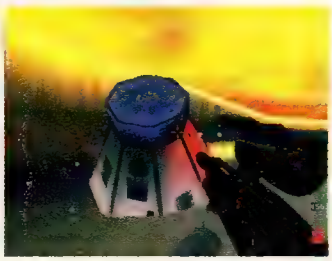
DIFFICULTY: EASY

1 Your first objective is to activate the distress beacon, which is located on the Presidential Escape Capsule (see map). Just walk to the right and past the first few guards to find it. Access the switch located on the hull to complete: **1. Activate distress beacon**.

2 Turn to the left, and walk as far as you can go until you see the small passage (near the smashed piano). This leads to the central hub of the level, at which point you should walk down into the canyon and enter the cave. Equip your NightVision goggles and take care of as many enemy agents as you can. When you finally reach the cloned President, take him out with a burst from your K7 Avenger. This will complete: **2. Retire Presidential clone**. Grab the **Shield** located right behind him, and then exit the cave the way you came in.

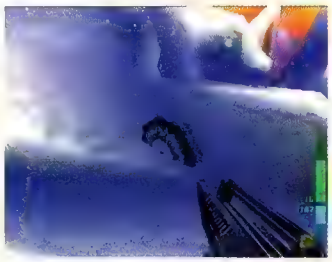
If you get a Sniper Rifle early in the mission, this level will be a whole lot easier!

3 Climb back up out of the canyon and enter the cave to your far left. Once inside, sneak to the right and peek around the corner to see Trent holding the real President hostage. There will be four G5 Robots waiting in the same area, so it's key to try and take them out from above if you get the chance. When they finally come around the corner, you'll be able to use only a few shots to take them out. When you've finished destroying the G5 Robots, run down the hill and into the room with Trent and the President. If you want, you can disarm Trent and take his **DY357-LX** (Gold Magnum). Either way, Trent will run away and you'll have to escort the President up and to the right (through the cave), and out near the Maian spacecraft.



Just walk up to the escape capsule and activate the distress beacon (just press B).

When you finally arrive, you'll complete your last objective: **3. Locate and rescue President**.



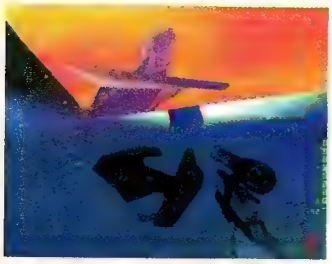
This tire marks the central area of the level. This room connects to every single area on the map.

SPECIAL AGENT

DIFFICULTY: EASY

1 Begin exactly as you did on Agent, with one new objective up front: 1. Retrieve Presidential Medical Scanner. Run as if you were heading over to the Presidential escape capsule, and

You'll find the Medical Scanner at the front of the plane, near the nose. It's always in this spot, just so you know.



This is where you'll find the Hoverbike if you lowered it down onto the cargo lift aboard the Air Force One.

continue on toward the wrecked Air Force One itself. When you're close, you'll see the suitcase lying on the ground near some other pieces of plane wreckage. (You're probably just better off checking the map to find the exact location). This will complete your only new objective on Special Agent: **1. Retrieve Presidential Medical Scanner.**

2 Activate the distress beacon on the way back toward the main area, and then continue down the passage to the left (past the piano). Make sure to pick up at least one Sniper Rifle from a dead agent before running out into the next area. Equip your Sniper Rifle (or K7 Avenger) and take out the four or five guards that rush you from the plateau above the canyon. Once the area is secure, proceed through the far left cave but take your first right once you enter it. This will lead you to yet another wide open area. Drop down below the yellow colored snow (hmm... yellow snow, eh?), and do a 180 degree spin. You should be looking under an arch, where you'll see four agents standing guard. The easy way to do this is to plant the Proximity Mine right under the archway, and then give a quick burst with the K7 Avenger to alert them. All four guards should be killed by the blast, but have the K7 Avenger waiting just in case. Walk over to the area where the guards were standing, and look below to

spot the Presidential Clone (the guy in the middle). Snipe him to complete your third objective.

3 Your final objective is to rescue the President from Trent, and then escort him over to the Maian spacecraft. Snipe the four G5 Robots from up top, and then work your way down to the President himself. Once you have the President following you (and Trent is out of the picture), just backtrack up through the cave, and take the first tunnel that leads out and to your right. Sometimes, there are guards waiting near Elvis' spacecraft. If so, try to take them out as you run toward the ship. When the President finally reaches the spacecraft, the level will be complete.

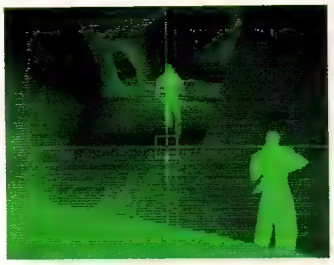
PERFECT

DIFFICULTY: HARD

Make sure to pick up every single clip on Perfect Agent! This level is extremely scarce on ammo, so make sure that you don't leave any spare weapons and/or ammunition just lying around on the ground. Be methodical!

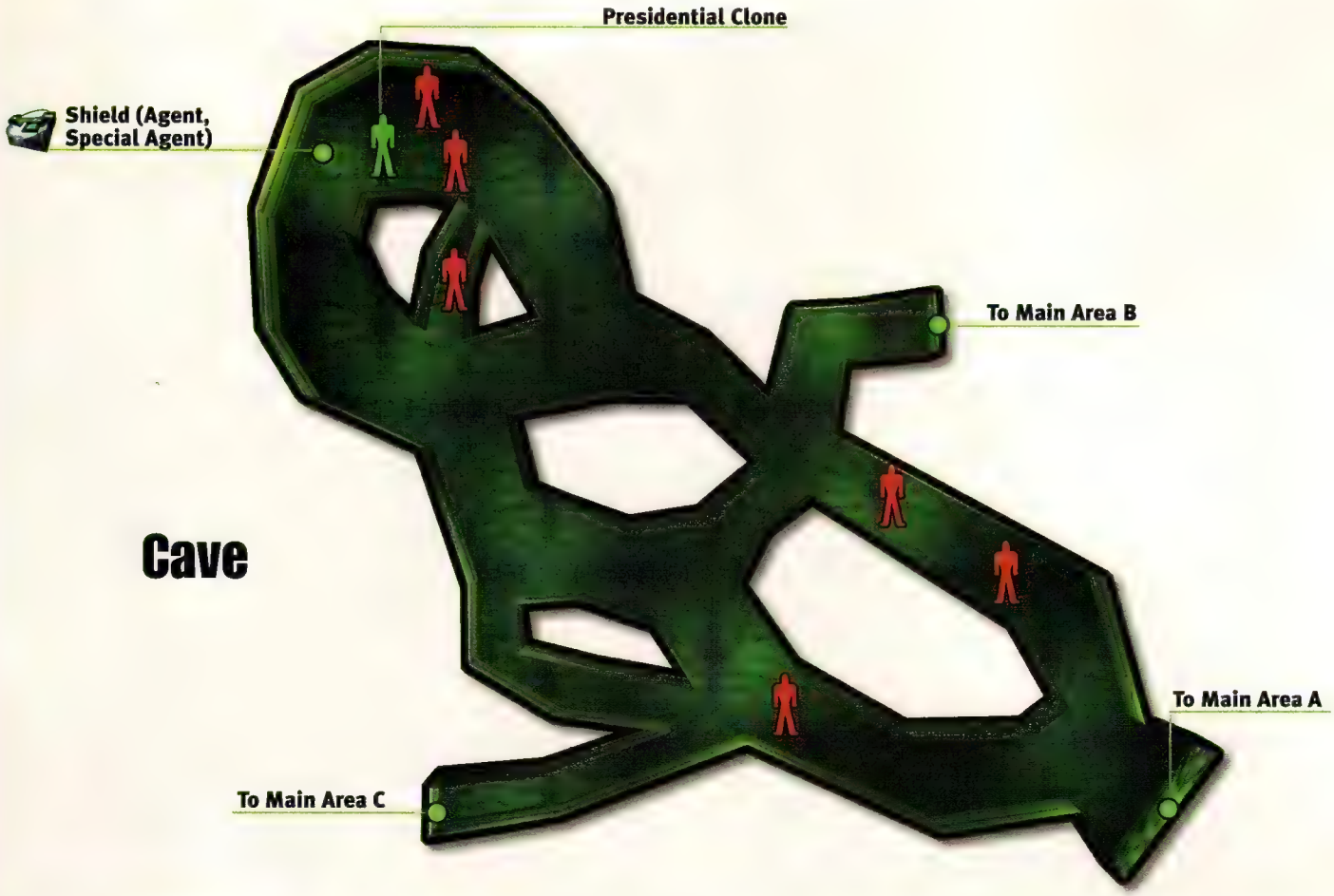
1 Begin the mission by running all the way back to Elvis before you complete any of the other objectives, and he'll reward you with a single Proximity Mine. You could easily make it through the previous two difficulties without this item, but on Perfect Agent, it's imperative that you stop and get this item FIRST. When you hike over to the Presidential Escape Capsule, make sure to stop and use the Sniper Rifle to take out enemies from as far away as possible. Activate the distress beacon, and then head for the Air Force One. Grab the Medical Scanner from the same location as before (check the map if you forgot), and then run all the way back toward the piano and into the main cave area.

2 Throw your Proxy Mine under the arch and trigger the guards as you did on Special Agent, letting the explosion clear the way. When you're about to run over to the sniper hole above the Presidential Clone, make sure to keep your K7 Avenger handy in case any stragglers make it through the explosion. Snipe the Presidential Clone from above to complete your fourth objective.



If you do decide to go down into the caves, make sure to equip your Night Vision goggles and be alert!

(And don't worry, we haven't forgotten about the third objective)! You'll want to take out all of the enemy agents lurking in the caverns below before moving on. If you don't take them out now, you'll be forced to do it later when you least expect it. Do yourself a favor and play it safe, man.



SECRET WEAPON

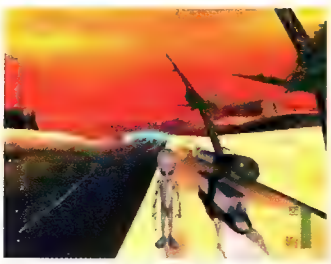
Proximity Mine (x1) All Difficulties

Before you complete any of the mission objectives, run over to Elvis (at the Maian crash site) and he'll give you a free Proximity Mine. This is VERY useful if you plan on taking out the guards who patrol the area above the Presidential Clone — one quick "BANG!" and they're all dead.

DY357-LX Magnum All Difficulties

The first appearance of the elusive Gold Magnum? That's right! And you can get it by disarming the good ol' Trent Easton down near the real President. The tricky part is trying to get close enough to do it without him running away first. Basically, you'll want to take out all four G5 Robots before you even attempt to run down into that area (with the President). Once the area is secure, you can just creep around the corner and disarm Trent before he even gets a chance to shoot back. Obviously, make sure that you have "Disarm" activated BEFORE you run at him!

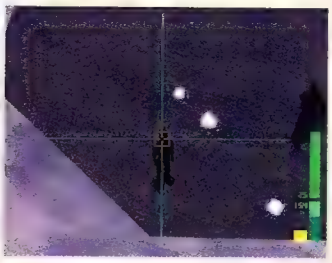
3 When you exit out to the main cave area. Take the far right path and drop down onto the frozen ledge that leads into the small subterranean passage. Creep outside and peek around the corner (past the forest) with your Sniper Rifle and take out the two sentry turrets in the distance. If you peek out just right, they won't even spot you. Walk down into the valley and take out the two remaining guards with your K7 Avenger. Attach ALL THREE of your Remote Mines to the alien spacecraft — but make sure you walk quite a bit back toward the cave before detonating them (trust us). This will complete your only new objective: **3. Shutdown enemy jamming device.**



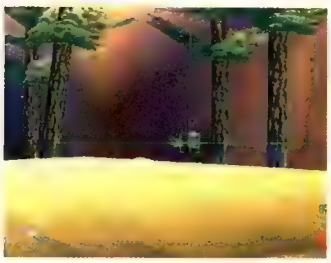
Go to Elvis before you complete ANY of your objectives to get a free Proximity Mine. This will come in handy...

4 Continue down to the holding area where the real President is being held captive, and rescue him the same way you did on the previous difficulty level. Three or four shots to the President and he's dead, so take absolute care in that you search the outside area for guards before you walk the President over to the Maian spacecraft. We've failed this mission many-a-times due to a single lone gunmen hiding amongst the rocky outcroppings. One thing you can do is to let Elvis take them out by exiting through the tunnel BEFORE you rescue the President. It's not 100% failsafe, but then again, nothing really is.

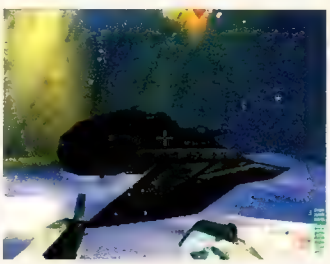
Place the Proxy Mine right underneath this arch, and you'll take out all four guards protecting the area.



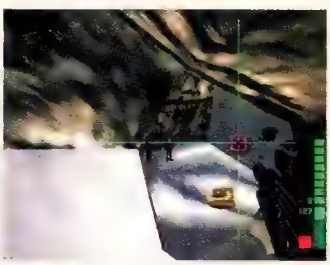
Get a good angle on the Presidential Clone from above, then whack his ass right back to Mars.



These sentry turrets are vulnerable from long range. Use the "peek 'n snipe" method.



Place all three Remote Mines on the Skedar Shuttle to take it out. But make sure you step back first!



Ahh... those goofy G5 Robots are at it again. Take them out from above, and you'll be set.

AGENT: FOR CHEAT

Target Time: 2:50
Cheat Earned: Trent's Magnum
Overall Difficulty: Hard

Walk-Through

The Hoverbike is the first thing you'll need in order to make this target time a reality. (You have to lower it down on the cargo lift in the previous mission to get it).

❶ Once on the Hoverbike, cruise over to the escape pod and activate the distress beacon. Don't worry about the guards, and continue toward the Presidential Clone. Take out the three guards in the passage near the piano, then proceed through the central cave moving toward the sniper perch. Dismount the Hoverbike, blast the four guards, and snipe the Presidential Clone.

❷ Hop back on the good ol' Hoverbike and over to the cave with the real President. Hop off your bike and go in the cave, then begin blasting the G5 Robots. Shoot Trent a few to make him leave, then quickly turn and destroy the two remaining G5 Robots.

❸ Now that you have the President, go back through the mini-cave and take the first passage to the right. When you get outside, ignore the guards and immediately begin running for Elvis' spacecraft. There might be one guard running around near the saucer itself, so take him out while you're waiting for the President to arrive. It only takes the President about 10-15 seconds to get to the ship, at which point you'll complete the level!

13

LEVEL

PELAGIC II

EXPLORATION

CHEATS

Enemy Rockets

Complete on any difficulty level to earn.

Unlimited Ammo

Complete on Special Agent in 7:07 (or under) to earn.

OBJECTIVES

★ Agent

1. Disable primary power source
2. Deactivate GPS and auto pilot
3. Rendezvous and escape with Elvis

★ Special Agent

1. Disable primary power source
2. Deactivate GPS and auto pilot
3. Activate moon pool lift
4. Rendezvous and escape with Elvis

★ Perfect Agent

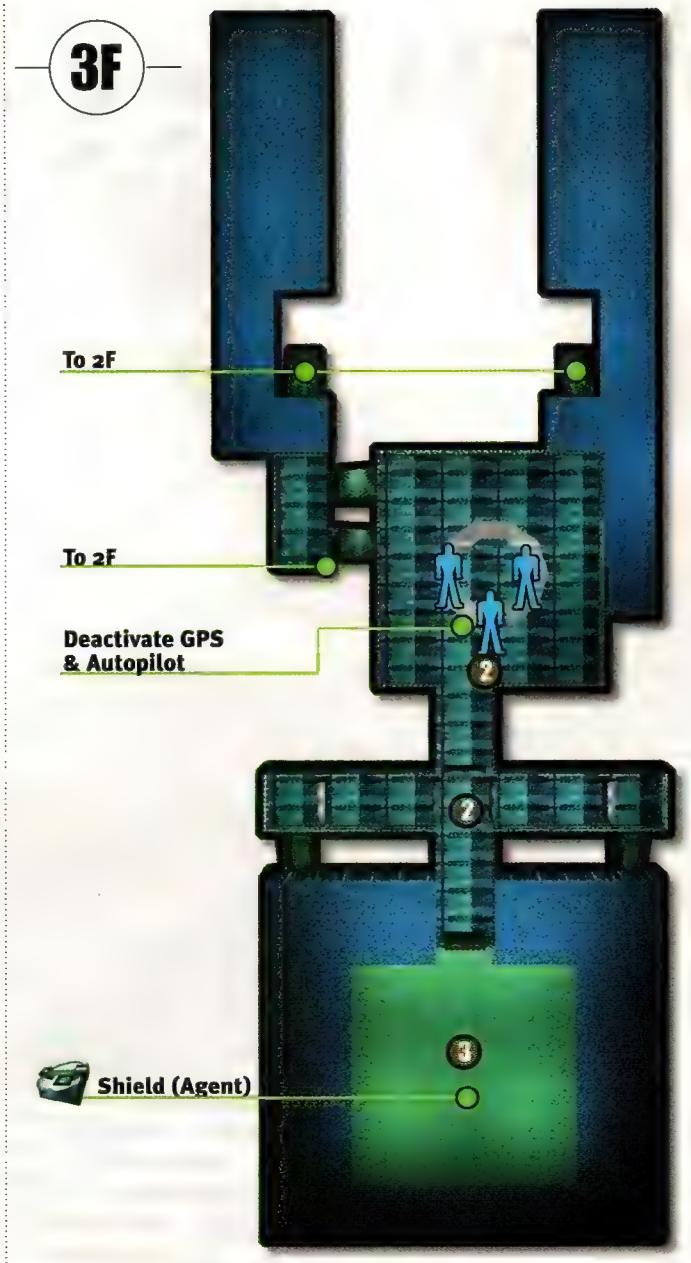
1. Disable primary power source
2. Secure laboratories and research data
3. Deactivate GPS and auto pilot
4. Activate moon pool lift
5. Rendezvous and escape with Elvis

Agent	Items	Agent	Items
★ ☆ ☆	Falcon 2 (silencer x2)	★ ☆ ☆	N-Bomb
★ ☆ ☆	CMP 150	★ ☆ ☆	X-Ray Scanner
★ ☆ ☆	DY357 Magnum	★	Shield x2
★ ☆ ☆	Laptop Gun	☆	Shield x1

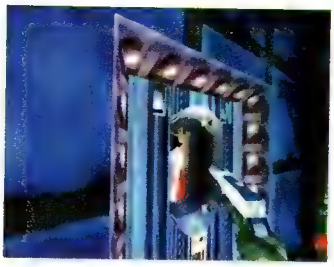
AGENT

DIFFICULTY: EASY

Before we start, it's probably a good idea to look at the map and get a feel for just how cramped this level actually is. Basically, it consists of a long string of hallways that lead to a series of different control rooms/open areas throughout the ship. Don't feel like you're running around in circles — even though you actually MIGHT be half of the time! Make it through the first couple hallways without being detected by guards, if possible. If an alarm IS activated, you can manually turn them off to cease all activity.



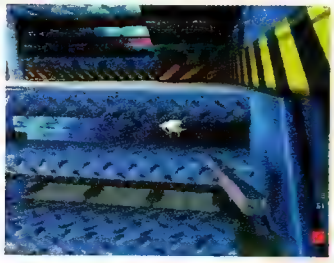
1 Your first objective is to make it into the power generator room, which is the first door on the left (from the main hallway). When you arrive inside, take out the guard and also the two security cameras (one up on the wall, and the other behind the stairs). Switch to your X-Ray Scanner and evaluate the center control panel. When you do, you'll be able to see a bunch of brightly colored switches. Turn off all of the green switches right before you run to the lower deck and hit the final switch inside the large tube. This will complete: **1. Disable primary power source.**



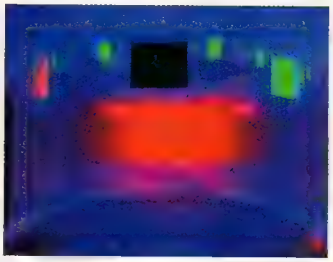
Make sure to take advantage of these windows in the doors. It's possible to snipe guards right through them!

2 Exit the room (through the same door you came in), and continue to the left. In the next room, you'll see a red staircase to your left. Climb up, and then continue forward and ascend the green staircase as well. When you approach the pilot's control room, talk to the navigators and have them deactivate the GPS (Global Positioning System) along with the autopilot controls. One of the two guards operating the computers will attempt to take you out — so it's very important to keep a close eye on them and be ready to shoot on a moments notice. When you take out the rebellious fool, you'll complete: **2. Deactivate GPS and autopilot.**

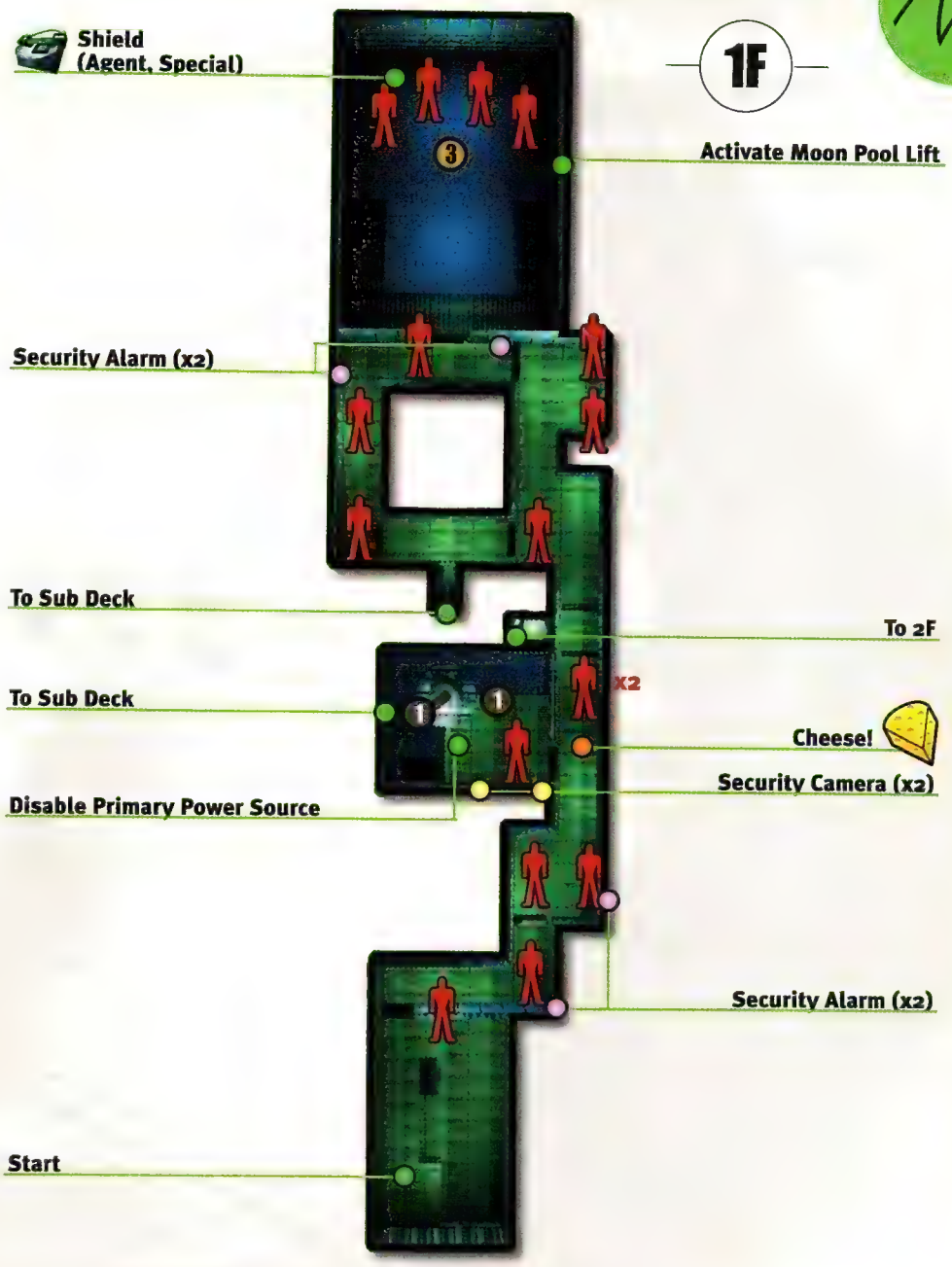
3 Dash through the door on the other side of the computer room, through the green hallway, and out onto the helipad. In the middle of the room you'll find a **Shield**. Backtrack to the green staircase that brought you up to the control room, and return down to the middle floor. Take the first



As if those darned security alarms weren't enough to worry about — now you've got these cleverly hidden security cameras to worry about? D'oh!



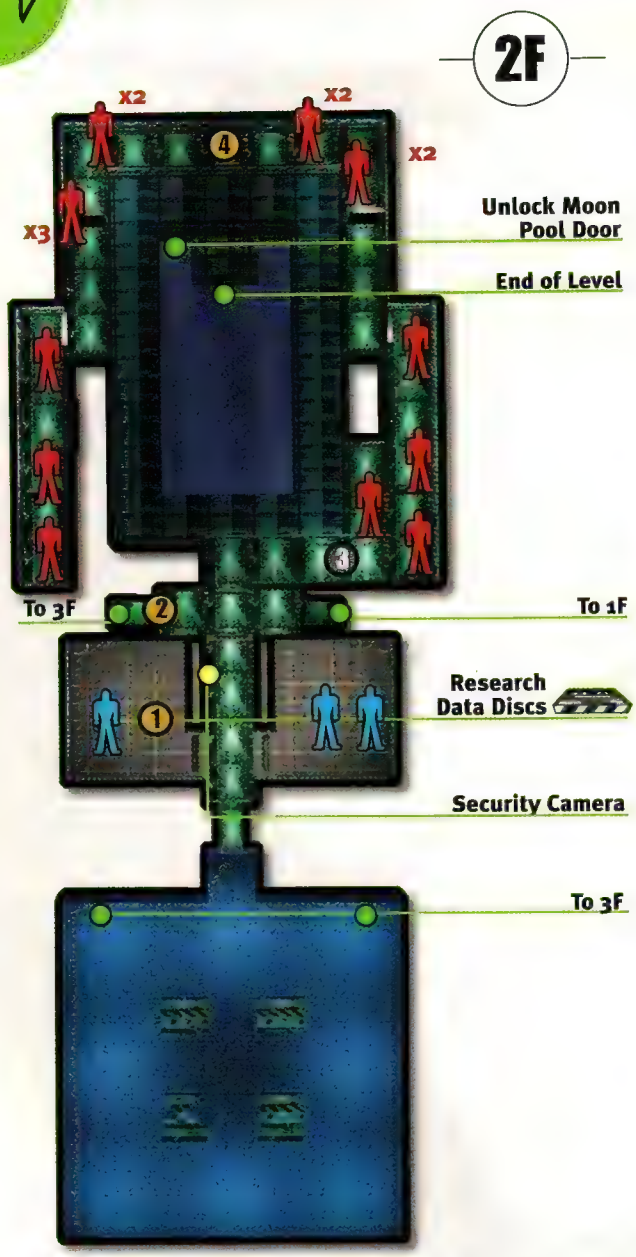
Use the X-Ray Scanner to see which switches need to be activated. Turn off all of the green switches, then turn off the switch in the basement.



SECRET WEAPON

Falcon 2 (x2) All Difficulties

If you manage to sneak past the first few rooms without any alarms being set off (which is VERY easy), you'll be able to get some double Falcon 2s (silenced). The guard immediately following the fourth door from the start is the guy who will drop the extra gun. And remember, you WILL NOT get this weapon if an alarm has been set off!



door on your left, and then take a quick right. The rest of the level is pure repetition, as you continue through the long winding hallways blasting through drove upon drove of enemy filth. The best technique is to take out as many of them as you can through the windows — only open up the door to clear out any stragglers who remain. When you finally reach the Moon Pool, you'll complete the final objective: **3. Rendezvous and escape with Elvis.**

AGENT SPECIAL

DIFFICULTY: EASY

The trick on Special Agent is to conserve more ammo, and try to take just a little more time while progressing through the hallways. Be sneaky, and make sure that you take out as many enemies as you can using the glass window panes in the doors. The second you actually open up a door, the guards go on a rampage and begin to flock toward you.

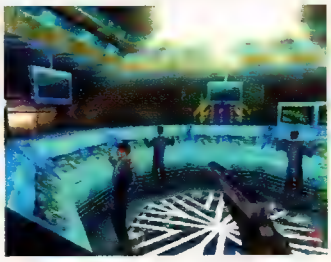
1 Begin just as you did on Agent, and enter the power generator room. Take out the guard, and the two security cameras before you start fiddling around with the switches. Don't forget the extra switch located below deck (inside the tube).

2 Continue toward the pilot's control room, and follow the same procedure you did on Agent. One of the two pilots will pull out a gun, so be ready to take him out. After completing your second objective, you'll need to head over to the Moon Pool controls. If you can make it this far without tripping any alarms, you won't have to worry about enemy resistance. If an alarm was activated, you'll have to clear out four extra guards before proceeding. Either way, you'll need to flip the switch up against the wall to complete: **3. Activate moon pool lift**. Don't forget to grab the **Shield** from atop the crates on your way out!

3 Before you head back to rescue Elvis, you'll probably want to make your approach to the Moon Pool and clear out the hallways stuffed with enemy agents. Once inside the Moon Pool, activate the switch that opens the large steel door to the rear of the room. This will serve as a shortcut after you meet up with Elvis.

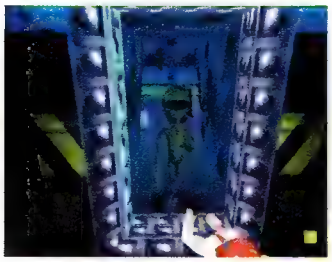
4 Instead of just appearing near the final objective as he did on Agent, Elvis will be hiding on the lowest sub-deck of the ship. You'll find it clearly marked on our map as "The Elvis Room." Work your way down to The Elvis Room, taking out every single guard you encounter. It's very important not to leave any guards hanging around — they'll make quick work of Elvis and you'll fail the mission on the way out. Now here's the cool part: instead of following Elvis back through the hallways that lead out to the Moon Pool, you can just run through the room where you activated the lift (since you unlocked the door from the opposite side), and save yourself a WHOLE lotta time. Don't worry about Elvis, he'll magically appear at the Moon Pool when you get there.

These scientists will try to break loose and run for it. Stand in the doorway so they don't even stand a chance.



Approach the navigation center and make them turn off the GPS. One of them will pull out a gun!

On your approach to the Moon Pool, never EVER open the doors before you clear out the room through the glass.



You'll find Elvis tucked away inside this room. It's heavily guarded though, so be careful.

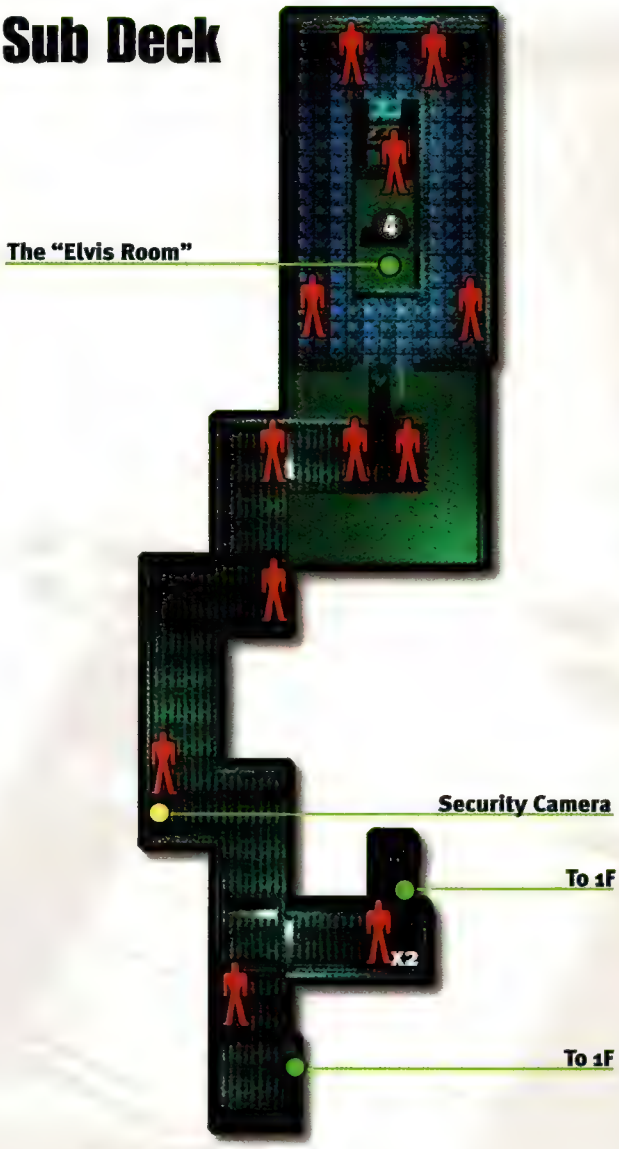
PERFECT
DIFFICULTY: HARD

On Perfect Agent, you'll need to really conserve ammo with the CMP150 when possible. Try to extend the use of your Falcon 2 (silencer) as well. And above all, remember to take your time! Your first objective is the same as it was on Special Agent, so you shouldn't have any problems there.

1 Afterward, instead of heading over to the pilot's control room, you'll want to backtrack outside of the power room. Jog over to the first flight of stairs on your left, and climb up. Enter the door with the steel shutters covering the glass, and then check both the right and left rooms in the following hallway. The easiest way to take out the scientists is to stand in the doorway with no weapons equipped, and just punch until they walk into your fists. Knock out all three scientists and pick up a total of THREE **Research Data Disks** to complete: **2. Secure laboratories and research data.**

2 Backtrack through the door with the steel shutters covering the glass and immediately turn to the left. Look familiar? It should, because this is the main staircase that takes you up to the pilot's control room. Complete this objective as you did on Special Agent — it will be EXACTLY the same.

Sub Deck



3 Run down the main staircase and out to the left. Make your way into the room that connects to the Moon Pool, and activate the lift to complete your fourth objective. You will need not worry about guards (in this room) if you made it this far without tripping an alarm. If you did trip an alarm however, you'll have to fight four extra guards inside this room. Not a big deal really, but if you're low on health, it could make all the difference in the world.

4 Complete your final task the exact same way that you did on Special Agent, making absolutely sure that you take out every guard on the final approach to the Moon Pool. Use boxes to inflict splash damage, shoot through windows, and even use your N-Bomb if things start to look grim. You'll find Elvis in the same spot (inside "The Elvis Room"), at which point you can just let him run back to the Moon Pool on his own.

SPECIAL AGENT: FOR CHEAT

Target Time: 7:07
Cheat Earned: Unlimited Ammo
Overall Difficulty: Very Hard

Walk-Through

❶ Blast the first four guards and equip one of their CMP150s. Put it on Auto-Lock, and strafe over to the right and blast the two guards. Run inside the first door to your left, take out the guard, then turn off the primary power source. Head back, then up the stairs to your left. Enter the navigation control room, and listen for the navigator to say that he'll turn it off. Scramble down the stairs and enter the first door on your left.

❷ If you've made it here without setting off any alarms, there shouldn't be many guards on your way through. (If you did set off an alarm, there will be about 15-20 extra guards). The key to this entire section is to get head shots through the glass as you run from door to door. As long as you don't open the doors, the guards won't budge. Unlock the door to the moon pool lift before running back for Elvis. (Be between 3:15 - 3:25 by this point).

❸ Save as much time as you can through this section of the mission by using the run 'n gun technique. Race down the corridor until you encounter the camera and guard on your left, then face off with one more guard to your right. After a few more guards, you'll find Elvis! When Elvis starts yappin' away just turn around and make your way to the moon pool lift (remember how we had you unlock it?). Run back the way you came and make a left, right into the moon pool room. And if you've been real good (and not set off ANY alarms), there will be no guards in this room. Make your way up the stairwell and through the door for the finish!

14 DEEP SEA

LEVEL

NULLIFY THREAT

CHEATS

Jo Shield

Complete on any difficulty level to earn.

FarSight XR-20

Complete on Perfect Agent in 7:27 (or under) to earn.

OBJECTIVES

★ Agent

1. Reactivate teleportals
2. Disable Cetan megaweapon
3. Escape from Cetan ship

★ Special Agent

1. Reactivate teleportals
2. Disable Cetan megaweapon
3. Secure control room
4. Escape from Cetan ship

★ Perfect Agent

1. Reactivate teleportals
2. Disable Cetan megaweapon
3. Secure control room
4. Restore Dr. Caroll's personality
5. Escape from Cetan ship

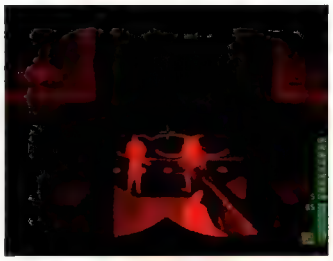
Agent	Items	Agent	Items
★☆☆	Falcon 2 (scope)	★☆☆	Proximity Mines
★☆☆	Shotgun	★☆☆	IR Scanner
★☆☆	CMP 150	☆☆☆	Backup Disk
★☆☆	FarSight XR-20	★☆	Shield x1

AGENT

DIFFICULTY: EASY

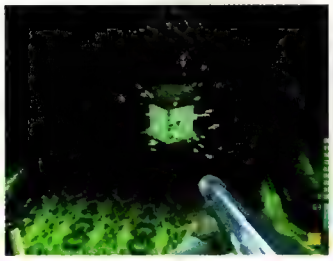
1 Since this level isn't all that difficult on Agent, you can actually just plow past the first two groups of cloaked enemies and let Elvis clean up the trash as he follows from behind. You'll save a whole lotta ammo, and time. When you get to the first junction, take a left and follow it to the next large door, passing up the subterranean passage. Follow the path to the left and grab the **Shield** (near the mysterious dead guard), before running back to the small underground passage. Wait for Elvis, and then enter the cave. Head straight for the teleportal control room, and Elvis will take about 10 seconds to get them up and running. This will complete: **1. Reactivate teleportals**.

2 When you exit the cave, two cloaked guards will pop out out of thin air. The good ol' IR Scanner/Shotgun combo should do the trick! Exit the cave and head out and to the left. When you come up to the next junction, go right and enter the first warp portal. Continue on, making sure to protect Elvis as you crawl through the tunnels. Elvis gives you his FarSight XR-20 upon arriving on the other side of the warper — make good use of it later on, but keep your Shotgun equipped for now.

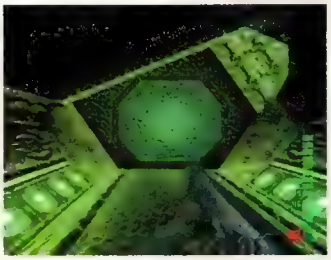


Equip the IR Scanner when dealing with cloaked guards. It's better to be safe than dead, eh?

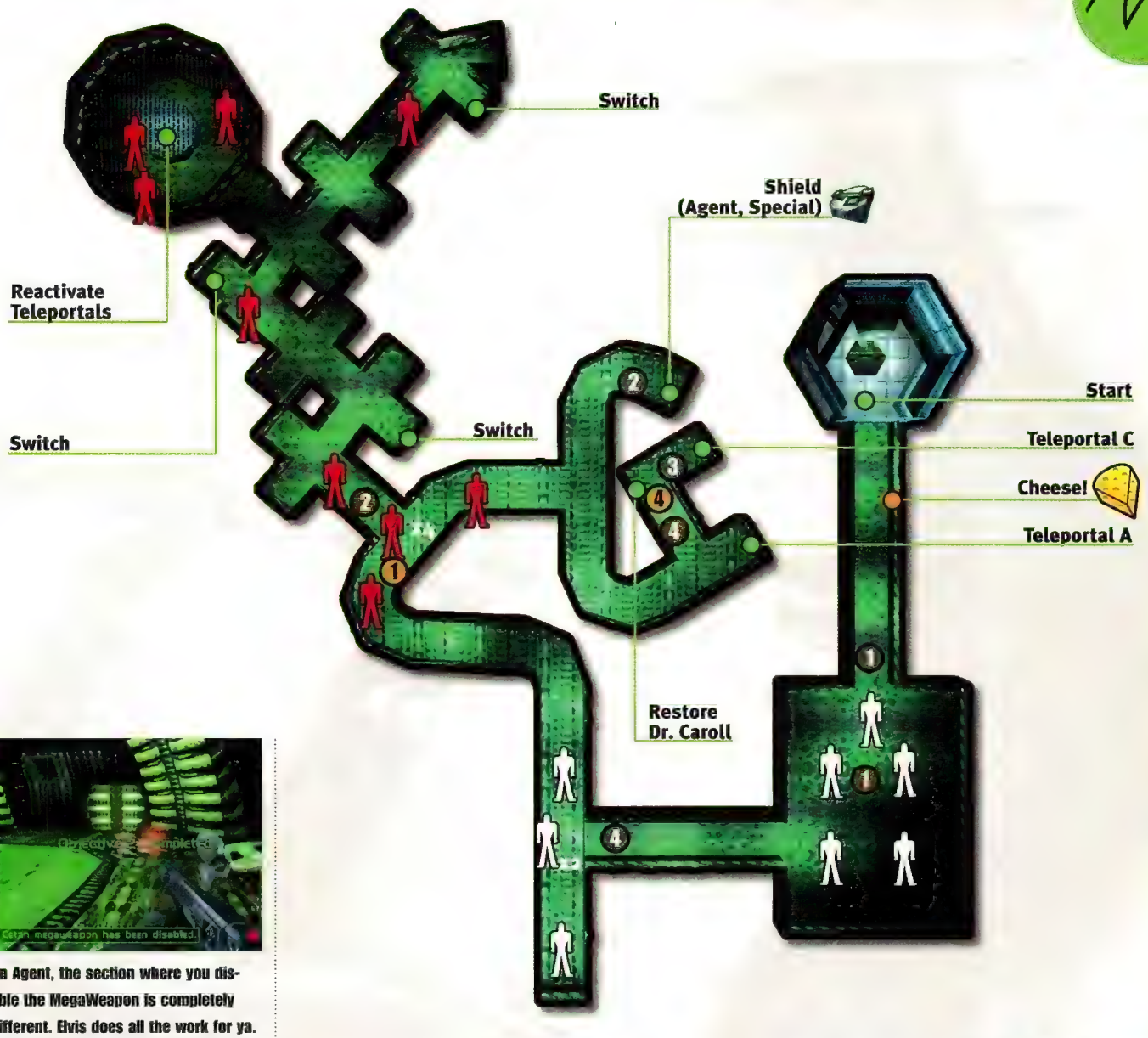
Elvis will activate the teleportals once you clear out the room for him. Just give him a few seconds to hack in.



These little glowing orbs are actually switches that open up doors.



Walk through the cool "Stargate-ish" looking teleportals. Are we the only ones who saw that movie?



On Agent, the section where you disable the MegaWeapon is completely different. Elvis does all the work for ya.

3 Walk around the path that leads to the other side of the large pit, and enter. (Does anyone else think this looks like the the scene from Return of Jedi where Darth Vader throws The Emperor into the pit)? Equip the Shotgun and keep the Mini-Skedar Warriors from gnawing Elvis' head off. Run down the long corridor that leads to the Cetan Megaweapon control room, and let Elvis access the computer terminal. After 10 seconds or so, you'll complete: **2. Disable Cetan megaweapon**.

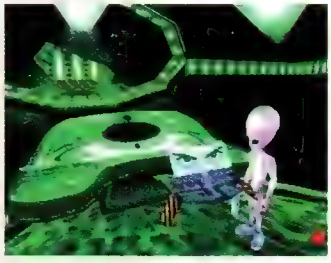
4 Leave the control room and take a right, then through the warp portal at the end of the tunnel. Walk through the door when you've come out at the other end of the portal and a special cinema will ensue. You'll have exactly one minute to escape through the large steel door that leads to the beginning area. You can either follow Elvis, or break for it on your own — you'll complete the level either way. This will complete: **3. Escape from Cetan ship**.

SPECIAL

DIFFICULTY: MODERATE

On Special Agent, this level remains almost identical to the its Agent counterpart, with only a few added hindrances.

1 When you get to the first door, just open it up and let Elvis rack up some quality kills with his FarSight XR-20. Keep your IR Scanner equipped just in case one or two of them slip past his target reticle. When the room is all clear, proceed over to the second door. Use the same technique here,



Once the Backup Disc has been installed, you'll need to escape — and fast!

opening up the door to let Elvis clear the way. Enter the small cave that leads to the lower left, and shoot each of the small green boxes to activate hidden doors. You can tell if a switch has been activated by its color (bright means that it's activated, while dark means that you haven't shot it yet). After hitting the fourth switch, the room to the teleportal controls will open up. Bring Elvis to the room, and after about 10 seconds of fiddling with the computer, your first objective will be complete.

2 Continue over to the first teleportal, stopping to grab the **Shield** all the way to the left (near the dead guard). When you go through the first teleportal, you'll be in a completely different area than you were in when you played the level on Agent. Elvis will still give you his FarSight XR-20. It's the same circular style room, except this time, you'll have to traverse a small bridge as you fight enemy agents (as opposed to Mini-Skedar Warriors). Follow Elvis down the dimly lit dungeon area, and out into the Cetan control room. As Elvis accesses the computer, protect him from the Mini-Skedar Warriors for **30** seconds. If you have trouble targeting the Mini-Skedar, try throwing a couple Proxy Mines on each of the thin platforms that lead up to the wall. When Elvis finally hacks into the computer, you'll complete your second objective.

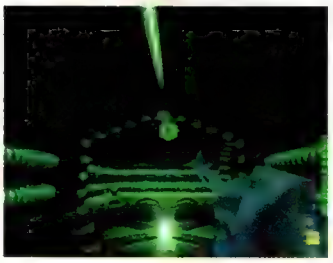
3 Leave the room and backtrack to the second teleportal. When you arrive in the next area, open up the door and take out the two enemy agents to complete your only new objective: **3. Secure control room.**

SECRET WEAPON

Proximity Mines (x3) All Difficulties

In the second set of cloaked guards, if you can kill the guy to the far left before Elvis does, you'll get three Proximity Mines. They're actually useful for later on in the level, especially when you're entering the tunnel to activate the Teleportals with Elvis.

4 After watching the cinema, you'll have exactly one minute to make it out of the ship alive. Take the same path that you took on Agent, and make it quick! As you pass through the second door, you'll encounter the last three enemies on the stage — just run by them for best results. This will complete the fourth objective, and the stage.



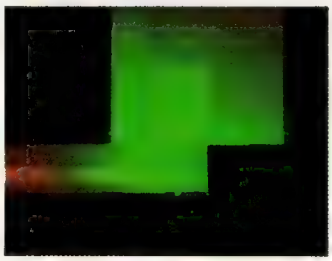
These turrets are will be destroyed by one shot from the FarSight XR-20.

PERFECT

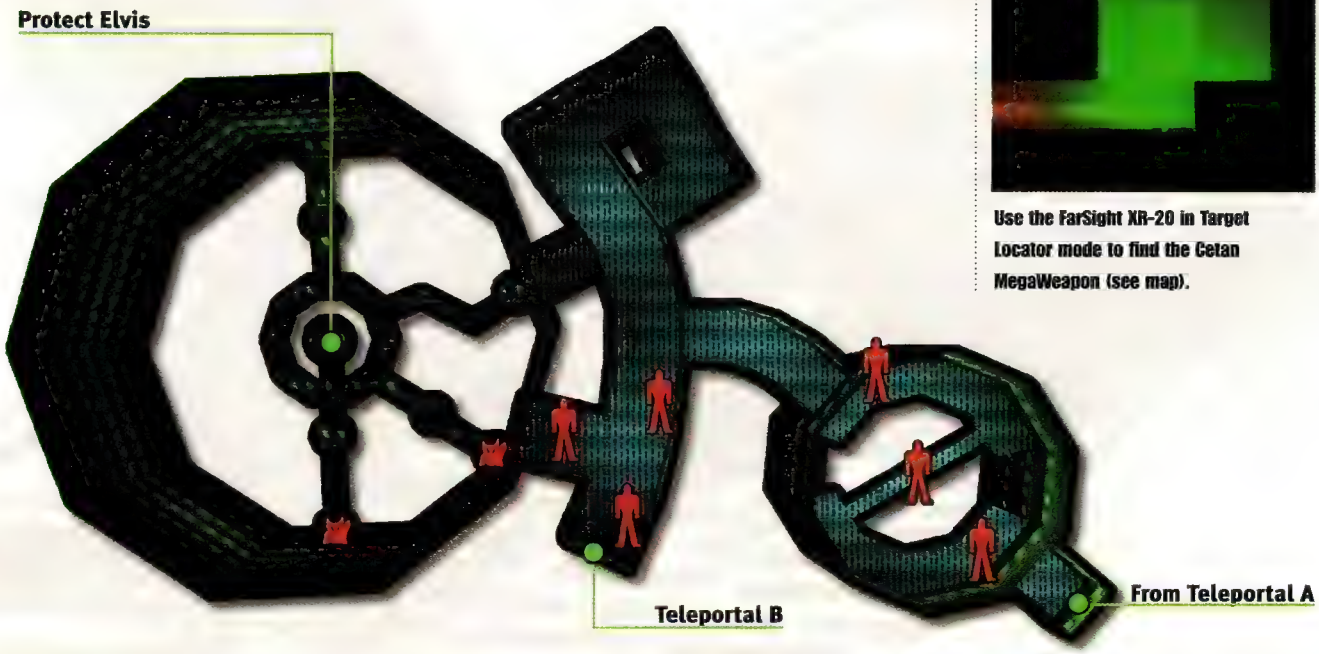
DIFFICULTY: HARD

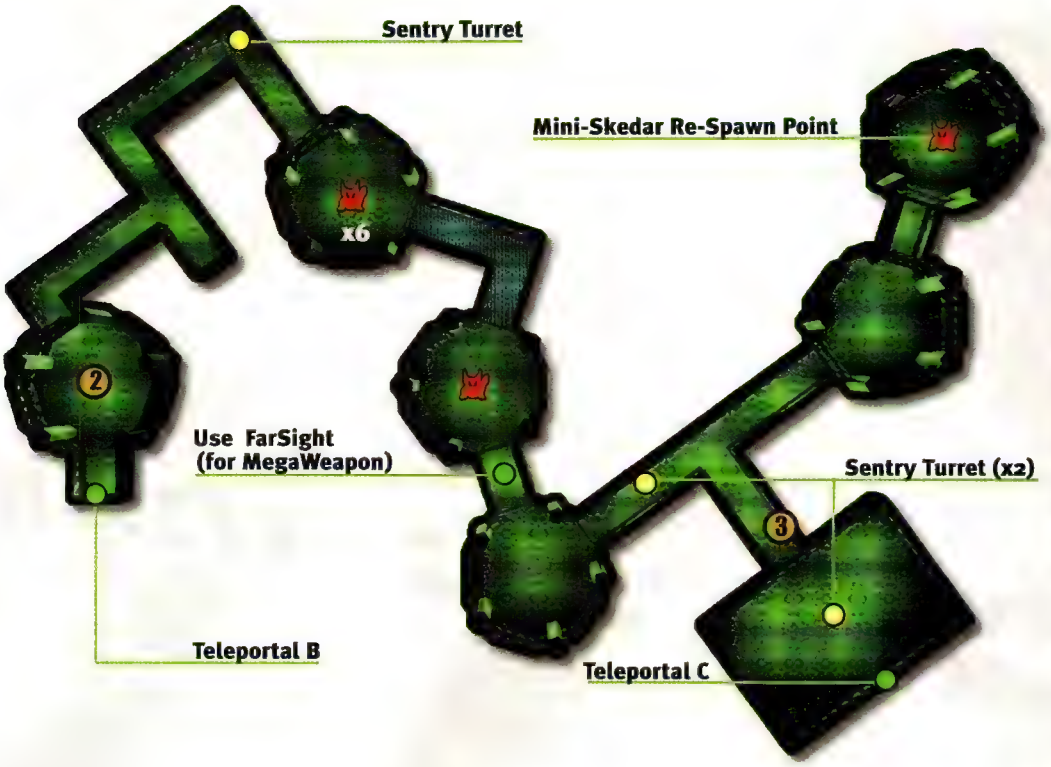
1 On Perfect Agent, this level can be quite frustrating. Make sure to complete the first two rooms as slowly as you can — only opening the door so that Elvis can get off a few quick shots with the FarSight XR-20. When the coast is clear, make a break for the next section. Work methodically, and pick up as much spare ammunition as you can. When you arrive at the underground cave, make sure to take out as many guards from up top before actually entering the cave itself. There are usually only four guards here, but sometimes you'll encounter five or six. Elvis will activate the teleportals and complete your first objective.

2 Elvis will toss you the FarSight XR-20 as you come

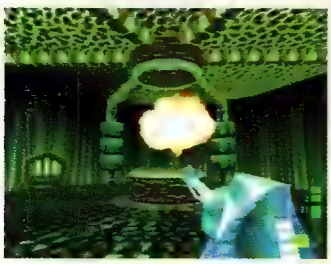


Use the FarSight XR-20 in Target Locator mode to find the Cetan MegaWeapon (see map).





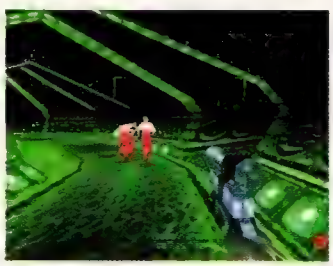
out of the first teleportal. Make sure you clear the way as you progress through the hallways leading up to the second teleportal. As you emerge you'll be in a long chain of rooms with glowing green tubes. As you destroy the final tube (in each room), the door will open and lead you into the next area. Proceed out and to the left, and you'll encounter an alien sentry turret. Take it out before it makes mincemeat of Elvis (the FarSight XR-20 destroys it with only one shot). Destroy the large green tube in the following room, then progress out into the hallway. As you do so, stop and equip your FarSight XR-20. Go into the Target Locator mode, and let your weapon lock-on to the target on the far left. Destroy it, then pan to the right and destroy the second hidden target (see map). This will complete: **2. Disable Cetan megaweapon.**



One shot from the FarSight XR-20 and the green tubes go "POP!" Seriously though, it really does work well.

3 Continue down the hall, and destroy the next few green tubes. Check our maps for alien turret locations, and also for Mini-Skedar locations — they're everywhere! When you take out the last green tube, backtrack and the door you passed up previously will be unlocked. Take out the alien sentry turret on the ceiling before you open the door. If you do it vice versa, Elvis will get thrashed before you even get a chance to shoot it. Go through the third teleportal, and you'll walk through one final door. Take out the two guards and complete your third objective.

4 Equip the Backup Disk and use it on Dr. Caroll. This will complete: **4. Restore Dr. Caroll's personality**. Afterward, you'll have only a minute to escape to safety, which shouldn't be much of a problem except for the last three guards waiting behind the last door. For best results, equip your CMP150 and let loose the Kraken!



These three guards are the last thing between Joanna and freedom. Mow 'em down with the CMP150!

PERFECT AGENT: FOR CHEAT

Target Time: 7:27
Cheat Earned: FarSight XR-20
Overall Difficulty: Moderate

Walk-Through

The key to earning this cheat lies at the very start of the mission. You'll need to run past and let Elvis take out the cloaked guards instead of stopping to fight them. This will save you at least one or two WHOLE minutes, and is obviously the best way to accomplish this time. Follow our walk-through for any info that's not left in this sidebar, since 99% of the mission is done in the same exact order.

1 When you're running past the initial set of cloaked guards, don't worry about Elvis. As long as you are moving through the room at a decent pace, he won't die. This strategy actually applies for the whole level as well. Even if you leave him behind, then pass through a teleportal, you'll notice he magically appears right behind you.

2 Blast through the section with the green tubes as quickly as you can, making sure to stop only if you encounter a horde of Mini-Skedar or an Alien Sentry Turret.These are your two prime distractions as they both can wreak havoc if not dealt with correctly.

3 When you get to the room with Dr. Caroll, quickly insert the Backup Disc and skip the cinema. You should be able to make it to the exit of the ship in about 20-30 seconds!

15 LEVEL

CARRINGTON INSTITUTE DEFENSE

CHEATS

Enemy Shields
Complete on any difficulty level to earn.

Super Shield
Complete on Agent in 1:45 (or under) to earn.

OBJECTIVES

★ Agent
1. Minimize hostage casualties
2. Retrieve experimental weapon
3. Deactivate bomb

★ Special Agent
1. Reactivate automatic defenses
2. Minimize hostage casualties
3. Retrieve experimental weapon
4. Deactivate bomb

★ Perfect Agent
1. Reactivate automatic defenses
2. Minimize hostage casualties
3. Retrieve experimental weapon
4. Destroy sensitive information
5. Deactivate bomb

Agent	Items	Agent	Items
★☆☆	AR34	★☆☆	RC-P120
★☆☆	Mauler	★☆☆	Combat Boost
★☆☆	K7 Avenger	★☆☆	Data Uplink
★☆☆	Devastator	★	Shield x2
★☆☆	Laser	☆	Shield x1

AGENT
DIFFICULTY: EASY

1 As you begin this stage, turn to your left and take out the Skedar Warrior inside the main room. Grab his Mauler, and then head upstairs (through the elevator) and to the right. Grab the **Shield** from right around the corner, and enter the first hostage room. The second you open the door, begin shooting the guard to the right, and the other hostage will take out the guard on her own. If you did this correctly (without either hostage dying), you'll get a **Devastator** from Grimshaw. Exit the room and run around the corner to the right. Enter the second hostage room and take out the two guards before they kill the two hostages. When the top floor is all clear, hop on the elevator and get back downstairs. Clear out the Holographic Training room with one swift shot from the Devastator, making sure to keep as many hostages alive as you can. Exit the room and enter the Firing Range, and save the last two remaining hostages. This will complete: **1. Minimize hostage casualties**.

*On Agent, if you accidentally let **SIX** or more hostages die, you'll fail the mission. Make sure to save as many as possible.*

2 Stay in the Firing Range, and activate the computer on the desk in the corner. This will break the glass display case on the wall and let you grab the **RC-P120**. This will complete your second objective: **2. Retrieve experimental weapon**. Right after you pick it up, Daniel will call and tell you to deactivate the bomb aboard the Skedar Ship. As he does so, enemy agents will begin pouring out of the basement entrance.

Work your way through the enemy troops, and get down to the helipad. Walk up to the Skedar Shuttle and use your Data Uplink (on the ship). After about 10 seconds the virus will be downloaded and you'll complete: **3. Deactivate bomb**.

Start firing the second you open the door to take out this guard. Keep your crosshair about chest-high.

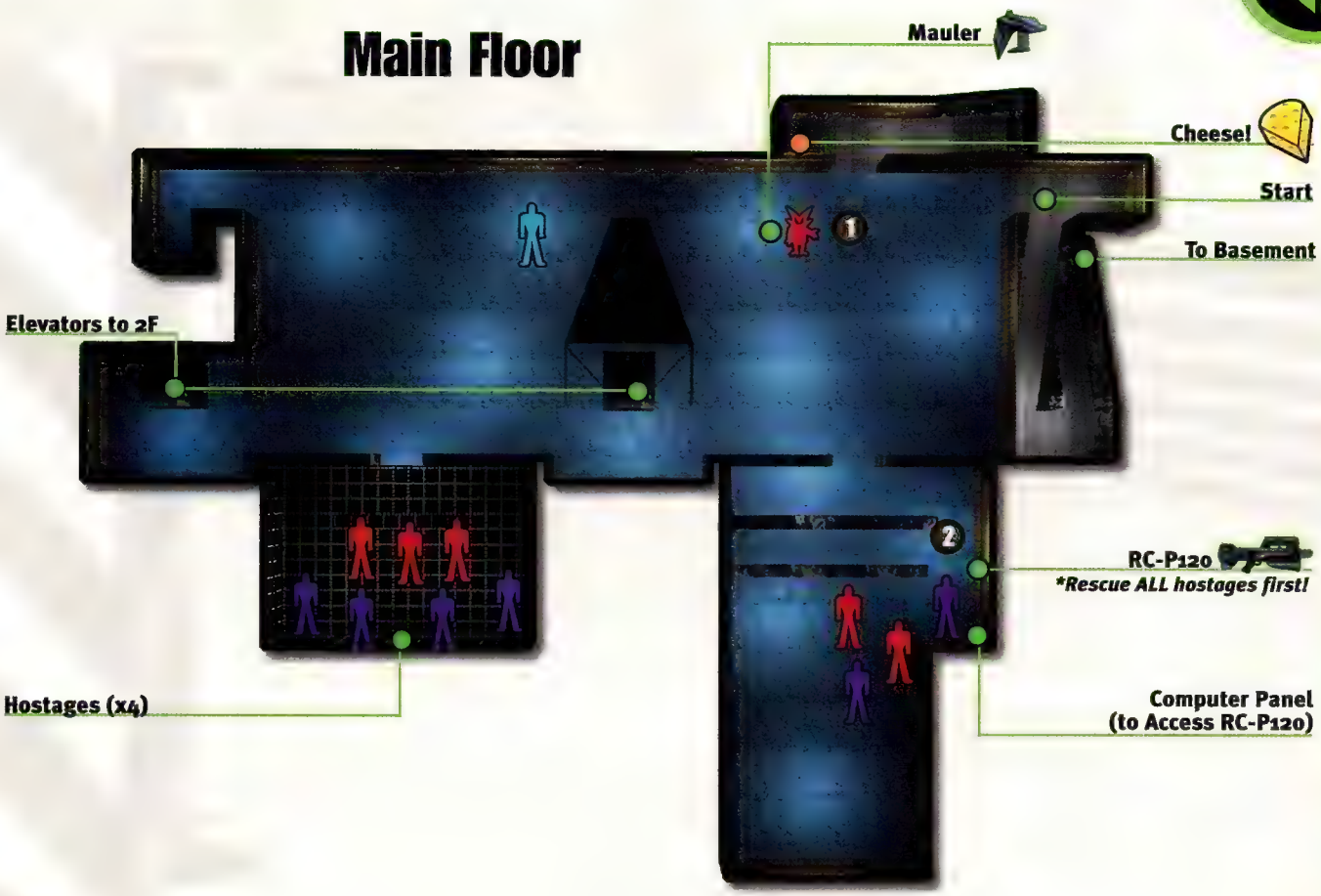
The female hostage will take care of the second guard on her own. "Judo.. CHOP!"

If both hostages survive, you'll find a Devastator in the corner of the room.

SPECIAL AGENT
DIFFICULTY: EASY

1 You'll have a few seconds to activate the sentry turrets before Daniel Carrington is killed by the enemy agents. Try to get down to the basement and activate them as soon as possible. Before you head upstairs to rescue the hostages, you'll want to first stop

Main Floor



off in the basement and reactivate the three Sentry Turrets (check the map for all three exact locations). The best method is to start from the one to the far left, then continue down the hall to the right and flip the second switch. The third and final gun is near the entrance to the large hangar. When all three guns are activated, you'll complete: **1. Reactivate automatic defenses**.

*On Special Agent, if you accidentally let **FOUR** or more hostages die, you'll fail the mission.*

2 Now it's time to return upstairs and save the hostages, starting with the same room you did on Agent. That way, you'll make sure to get the Devastator almost every single time (see Agent walk-through for more details). Continue to the room next door, and free both hostages inside. Backtrack down the elevator, and continue on into the Holographic Training room. Equip your Devastator before opening up the door. When you finally enter, be prepared to make one quick shot with your

Locate these switches to reactivate the "not-so automatic" sentry turrets. Hehe...

SECRET WEAPON

Devastator All Difficulties

If you can rescue both of the hostages from the Information Center before attempting to save any of the others, you'll get a Devastator. The Information Center is the room with Grimshaw (you know, the annoying dorkface who never seems to shut up). The best technique is to shoot at the guard to your far right when you open the door. The female hostage will take care of the second guard with a Karate chop to the head! The Devastator works well, since you'll actually need an explosive weapon to take out the three enemy agents in the Holographic Training room.

Use the same technique that you used in the information center on these enemy agents.

Second Floor

Devastator (toward the center of the three). The last room should always be the Firing Range — it seems as if one of the two hostages almost always dies no matter what. If you've rescued every hostage up to this point, you'll be fine. Activate the computer on the desk to gain access to the **RC-P120** on the wall. This will complete your third objective.

3 You'll have only **TWO** minutes to get to the Skedar spacecraft and use the Data Uplink — if you wait any longer, the bomb will detonate and end the mission. Make your way back to the hangar near the Jumpship, and you'll complete the mission.

PERFECT
DIFFICULTY: VERY HARD

On Perfect Agent, this can be one of the most difficult levels in the game, hands down. One thing to note on this level is that the enemy agents will re-spawn infinitely. There is no such thing as "clearing out the basement" on this level. With that in mind, we think it's best if you work systematically. And above all, take your time.

1 When you're geared up and ready to go, head down into the basement and activate the three sentry turrets. This is one of the toughest parts of the mission, especially since the enemy agents are literally "wall-to-wall" once you get down there. Use the turrets as cover fire, and hope that the enemies don't take out the turrets early.

2 Return to the main floor of the Institute and head up to the Information Center. Remember to begin firing at the guard on the right the very second you open up the door — this will ensure that you get the Devastator every single time. Walk over to the Device Training room (next door), and save the two hostages inside, using a similar "blast-as-you-open-the-door" technique. Equip the Devastator and enter the Holographic Training room. Be ready to do a quick 90 degree turn and plant a grenade firmly in the center of the three guards. If you do it right, you'll take out all three in one fell swoop. Run over to the Firing Range, and save the last two hostages to complete the objective.

*On Perfect Agent, if you accidentally let **THREE** or more hostages die, you'll fail the mission.*

While you're still inside the Firing Range you might as well stop over and access the experimental weapon placed on the wall. Grab the **RC-P120** and get ready,

Make a firm connection with the Skedar Shuttle and download the virus. Feel free to check your sides for enemies.

No matter what you do, it seems as if one of the two hostages always dies in this room. Goofy hostages!

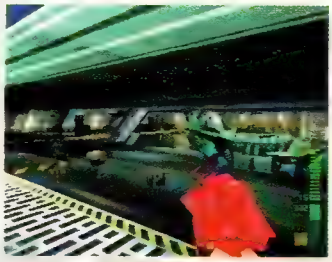
Use this computer to lower the security panel on the RC-P120. Take it from the case and equip it immediately.

You can use the secondary mode on the Laser to gain access to the safe. Just burn those hinges off!

because as you're doing this, guards will be pouring through the main entrance of the firing range. Stay alert!

3 Take the elevator upstairs and enter Daniel Carrington's office. Equip your Laser, and use it on the safe nestled inside the wall. After you cut the bolts, the safe will open revealing some data discs. (An alternate way to open up the safe is to use your Devastator on Wall-Hugger mode. Just let one fall right on top of it and the safe will open). Destroy them with a few quick shots to complete your only new objective: **4. Destroy sensitive information.**

4 You'll have exactly two minutes to get down to the helipad and use your Data Uplink to download the virus into the Skedar Shuttle. Once completed, simply run over to the Jumpship hangar and leave the premises to complete your final objective.



Once you've downloaded the virus to the Skedar Shuttle, quickly dash to the CI Jumpship and complete the level.

AGENT: FOR CHEAT

Target Time: 1:45
Cheat Earned: Super Shield
Overall Difficulty: Hard

Walk-Through

You can't even stop for a millisecond if you want to complete this level in the time allotted. Believe us, speed is the absolute KEY to earning this cheat!

1 The route to rescue all of the hostages is simple, as long as you stick to it. Get up on the second floor and enter the left door first. Grab the Devastator and go around to the right, and barely walk in enough to quickly take out the two guards. Leave and head straight for the elevator to your left while equipping the Devastator. (It should be still open if you make it there around 30 - 35 seconds).

2 Walk into the Holographic Training room and walk around the left side, then shoot one grenade and it will take out all three guards. Switch to the K7 or AR34 as you run over to the Firing Range. If you saved every hostage until now then you only need to kill one guard to complete your first objective. Ignore the other guard and grab the RC-P120, then gear up with it and run to the Skedar Shuttle.

3 You can try to take out guards as you go, but NEVER stop making forward progress. Equip the Data Uplink, and use the Skedar Shuttle as a shield. (Since it's only on Agent, the guards will miss about 85% of the time). Rush to the CI Jumpship the second your download is complete!

16 LEVEL

ATTACK SHIP

COVERT ASSAULT

CHEATS

Phoenix

Complete on any difficulty level to earn.

Alien

Complete on Special Agent in 5:17 (or under) to earn.

OBJECTIVES

Agent

1. Disable shield system
2. Access navigational system
3. Gain control of bridge

Special Agent

1. Disable shield system
2. Access navigational system
3. Sabotage engine systems
4. Gain control of bridge

Perfect Agent

1. Disable shield system
2. Open hangar doors
3. Access navigational system
4. Sabotage engine systems
5. Gain control of bridge

Agent	Items	Agent	Items
★ ☆ ☆	Combat Knife	★ ☆ ☆	Slayer
★ ☆ ☆	Mauler (x2)	★ ☆	Shield x1
★ ☆ ☆	AR34	☆	Shield x0
★ ☆ ☆	Callisto NTG		

AGENT

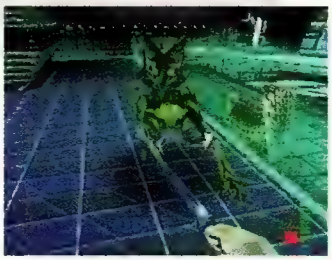
DIFFICULTY: EASY

1 Begin this mission in a Skedar Prison, trapped in a 10' by 10' room with Cassandra. She'll give you a **Combat Knife**, at which point you'll need to run out into the next room and take out the Skedar Warrior. You can take him out with three or four slashes, or you can use your secondary function. (If you do decide to turn the weapon into a Poison Knife and throw it, the poison will take exactly six seconds to kill the Skedar Warrior. During those six seconds though, the guard will probably come after you. To compensate for this, we suggest that you stand as far away from the creature as possible before you throw it). Pick up his **Mauler**, and take out the other guard around the corner. Before you head up the elevator, make sure to destroy the three shield generators which will complete: **1. Disable shield system.**

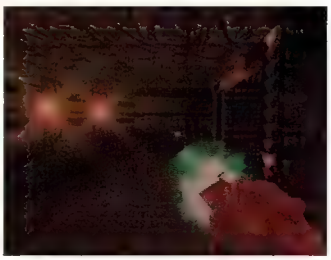
2 Set foot in the elevator and ride it up to the main deck of the Skedar Ship. When you arrive, Elvis will hand over an **AR34** with 400 rounds of ammunition! Equip it, and scramble out onto the deck near the two Maian Soldiers. An alarm will sound, and Skedar Warriors will begin flanking your position from all sides. It's best to stay close to the Maians, and let them do most of the damage with their Callisto NTGs. And don't worry, they won't run out of ammo! When the area is secure, follow Elvis over to the service elevators and enter the one on the left (Elvis will take a different one). You'll arrive on the top floor in a dark and dreary series of bronze colored hallways, littered with Skedar Warriors. Since you'll probably be taking some considerable damage from here on in, we highly recommend you take the first door to the left and grab the **Shield** from atop the table before continuing.

3 Backtrack to the main room, and enter the door to the left. Follow this path straight down past the first few Skedar Warriors, and then take the first door on your right. Inside, you'll see a group of green circular star maps. Take out the two Skedar Warriors for Elvis, and then he'll access the system console to complete: **2. Access navigational systems.**

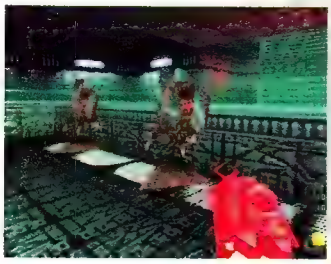
4 Leave the room the way you entered, and then hang a right and follow the blue hallway up to the bridge area. Keep following the path (ignoring the first large door) until it winds up and around a few more times, eventually leading to large blue door. Enter, and take out the two Skedar Warriors on both the left and right sides of the room. When it's all clear, rush into the elevator. Ho on the small lift, and you'll ascend into the central bridge. Take out the large Skedar Warrior in the middle, the pivot to the right and quickly to the left. You should be able to get all three Warriors without even taking a single point of damage. After a few moments Elvis will join you and attempt to access the Skedar system control. But



Engaging a Skedar Warrior at close range with a Combat Knife? Lemme tell ya, it's not very much fun.



Use the Charge-Up Shot to take out the Skedar Warrior guarding the elevator.



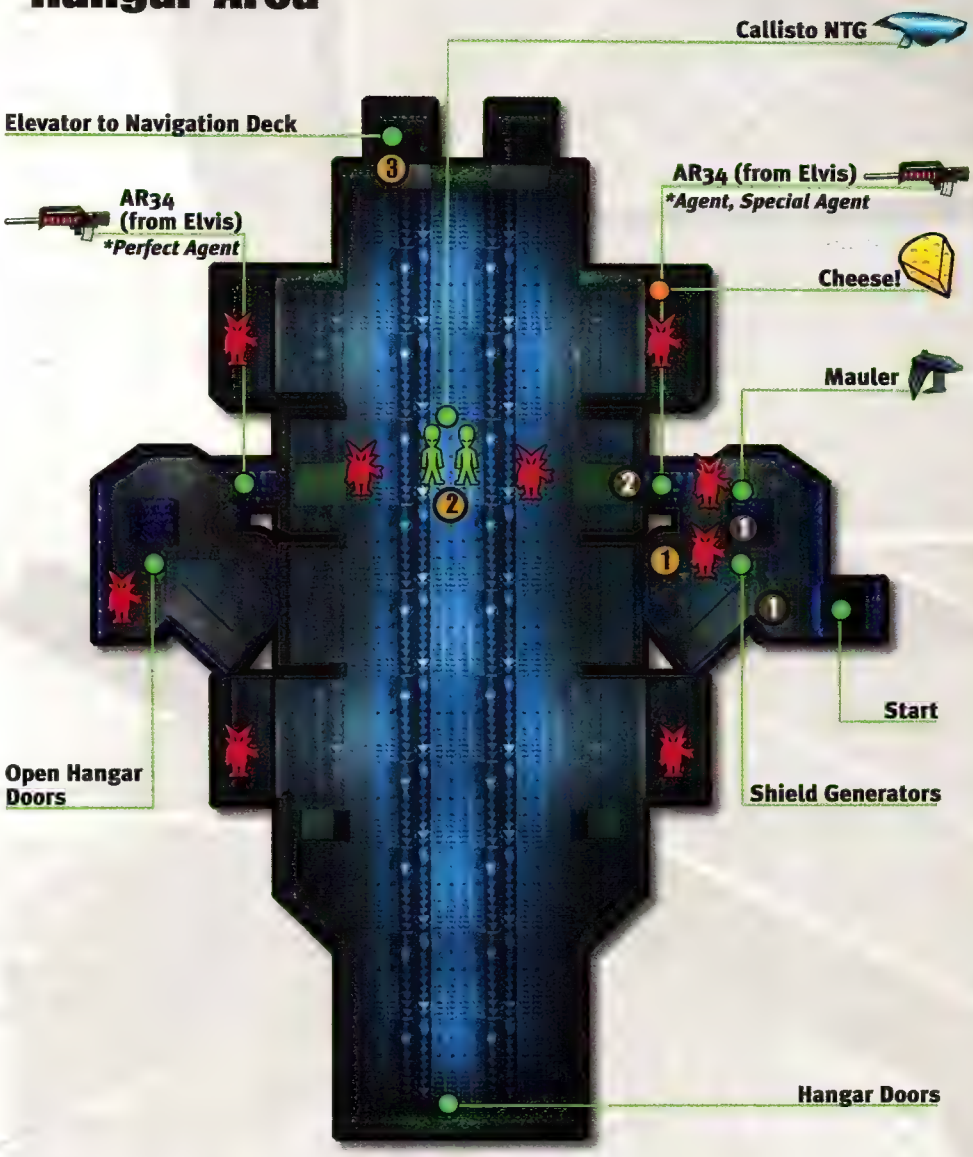
Knock out all three Shield Generators before hopping on the elevator.

before he gets the chance, Skedar Warriors will ambush you through the two doors at the front of the bridge area. Stand guard from the center platform, and unleash shot after shot with your AR34 (you've been saving it all this time, right?). After 15 seconds of non-stop blasting at the two doorways, you'll complete: **3. Gain control of bridge**.

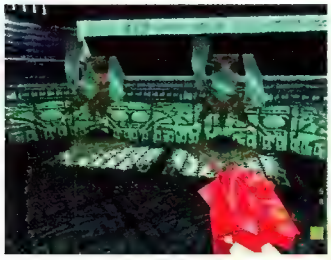
AGENT SPECIAL

DIFFICULTY: MODERATE

Hangar Area



1 Everything plays out exactly as it did on Agent, with one added objective: 3. Sabotage engine systems. Begin by using your Combat Knife on the first Skedar Warrior, then follow up by immediately equipping the Mauler. Blast the second Warrior with one swift Charge-Up Shot before he gets a chance to round the corner. And don't forget to take out all three Shield Generators before you ride the elevator up to the main deck! Grab the **AR34** from Elvis, then dash out onto the main deck. Once all of the approaching Skedar have been taken care of, enter the elevator and ride up to the control deck.

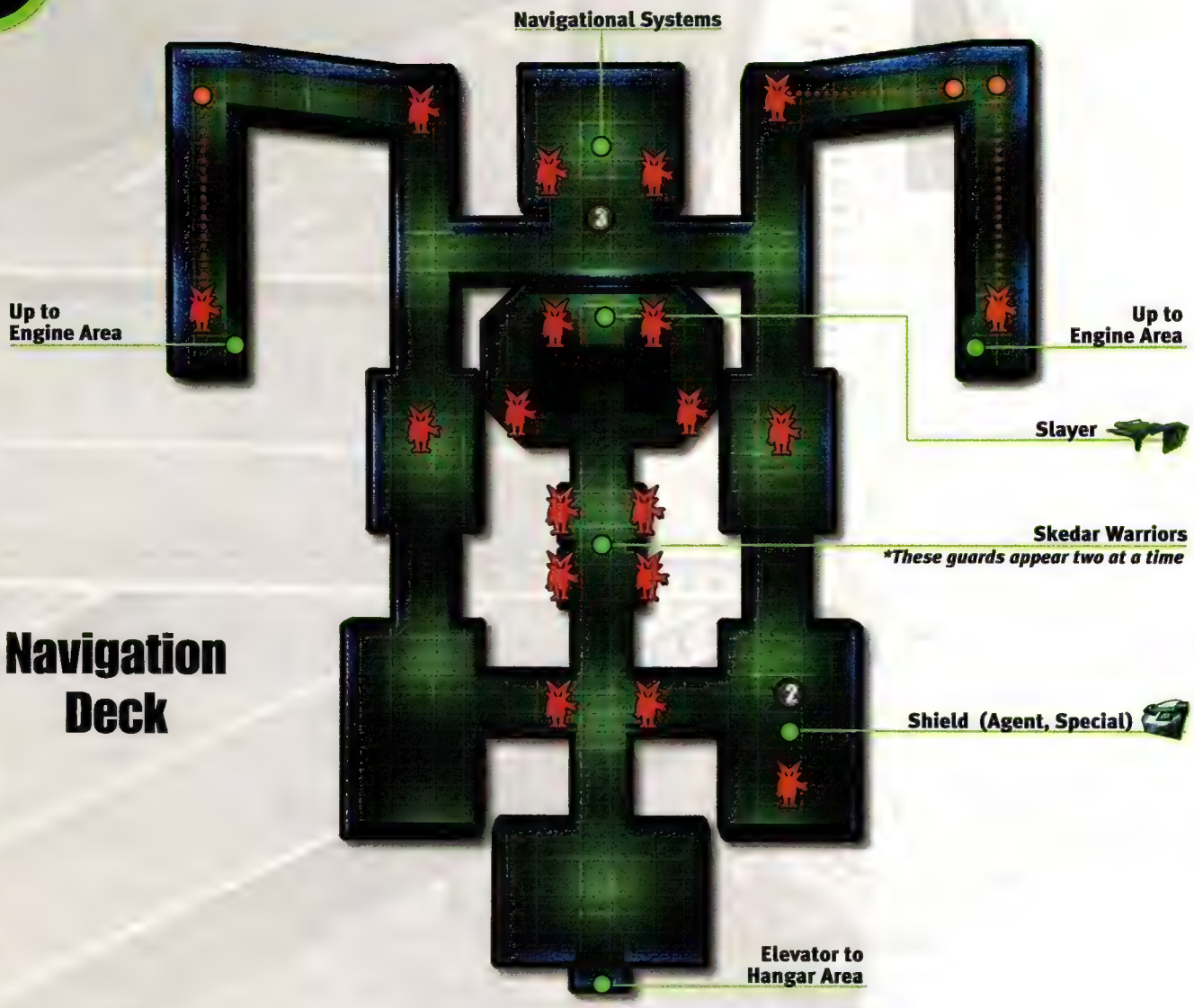


On Perfect Agent, you'll need to open up the hangar doors so that Elvis 'n company can board the ship.

2 Grab the **Shield** over through the door on the right, then come back into the main room and go through the middle door. Keep going straight and the hallway will lead into an area with four green containment units (can anyone say "X-Files?"). Two of them will open revealing Skedar Warriors, so it's best to just stay inside the doorway and keep your Mauler on its secondary function (one fully charged shot will take out a Skedar Warrior). Whatever you do, make sure to keep Elvis behind you for this section. The Skedar will squash his watermelon-shaped head like a grape at close range. Continue toward the back of the hall, and you'll encounter four more Skedar Warriors. Grab the Slayer from behind the pillar, and then head back to the main room.

3 Take the door to the left, and follow it straight until you come up to the first door on your

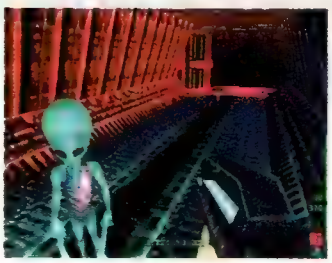
Navigation Deck



right. Enter, and take out the two Skedar Warriors in order for Elvis to access the navigational systems. Once the second objective is complete, head back out to the hallway and follow the blue tunnel upward to the next floor.

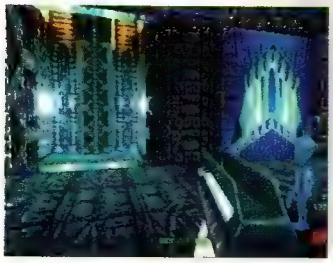
It's very important to peek around corners in this area. The Skedar have some decent aim with those Maulers, so try the "Fake Strafe Evade!" tactic that we talked about in our General Strategies section.

Instead of taking it all the way up to the very top, this time you'll need to enter the very first blue door you encounter. Follow the hallway around, and then enter the door that leads into the engine room. See that large blue pillar thingy that slightly resembles the warp-drive on the Starship Enterprise? That's the engine, and you need to destroy it. There's usually between 4-6 Skedar Warriors guarding the engine room, so we found it easiest to just peek in and let only a few of the Skedar Warriors out at a time. As long as you don't just charge in with guns blazing, you'll do fine. When you've cleared the room of Skedar, equip your Mauler and take out the two orange transfer plates that connect the engine to the inner systems of the ship. Then back up into the doorway, and shoot at the blue pillar itself. When it explodes, you'll have only 10 seconds to get out of the hallway and back through the door you originally entered. Don't worry about Elvis, as he'll just stay right behind you. This will complete: **3. Sabotage engine systems.**



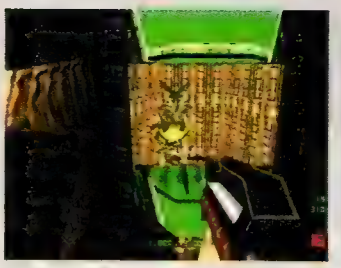
Meet up with Elvis and he'll give you an AR34 with 400 rounds of ammunition! Woohoo!

4 Advance to the next blue tunnel that leads to the bridge area, and eradicate the two Skedar Warriors as you enter the first room. Proceed into the elevator and Elvis will meet you on the bridge. On Special Agent, since the enemy accuracy is a bit more "spot

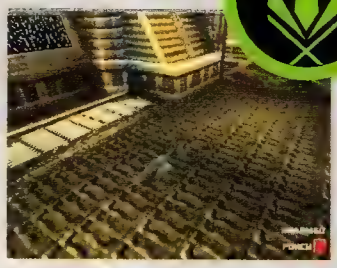


Take the elevator to the left, and Elvis will take the one on the right. You'll meet each other on the upper deck.

When you first enter the Navigation Deck, you'll be swamped by Skedar Warriors.

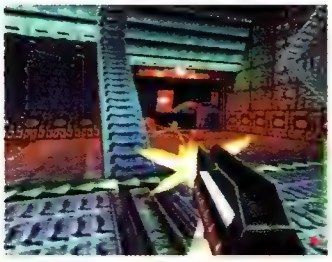


The "X-File-ish" tubes open up to reveal Skedar Warriors inside. Have the AR34 ready!



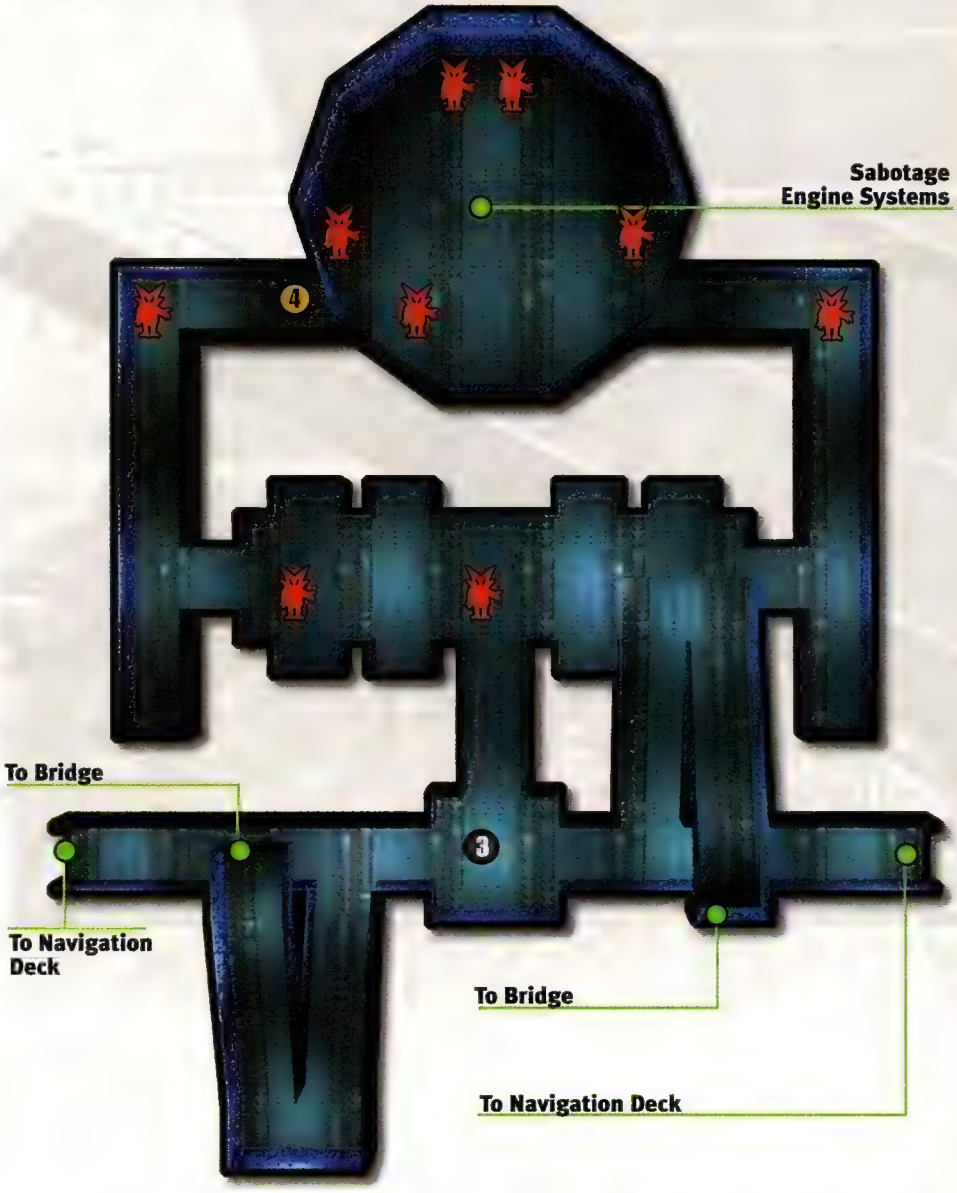
Grab the Slayer from the very end of the hallway, then backtrack to the main area.

on," we found it best to just hide in the corner of the elevator as it rises up to the bridge. Take out the guard on the left, then in the center, and finally the one on the right. Use the walls between the elevator and the room as cover. If you just try to rush out like you did on Agent, the Skedar will tear you up real good like, you see? Grab the extra Mauler from the large Skedar in the middle of the room, and then get ready to start defending the two front doors. Hold your position atop the center platform, and get your Slayer equipped and ready to go. Let all three rockets go, hoping the splash damage will take out at least two or three Skedar (if not more). Immediately switch to your AR34, and fall back into the little crevasses up toward the top of the room. From here, you can accurately pick off any of the rushing Skedar without ever getting close to them. After 25 seconds, the room will be clear of Skedar and your final objective will be complete.



The AR34 proves useful when helping the Maians fend off the Skedar Warriors.

Engine Area

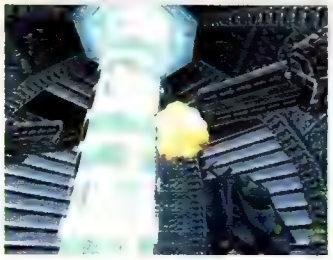


Keep Elvis behind you, and pump a few Charge-Up Shots into these two Skedar Warriors guarding the controls.

PERFECT
DIFFICULTY: HARD

The first sequence should play out the same as it did on Special Agent, with just a little extra precaution taken when fighting that very first Skedar Warrior. You should be able to walk away from the encounter with 10% damage at the very worst. And if you take any more than 10%, just restart the level and try again.

1 Use your knife on the first Skedar Warrior (an alternative is to use the Poison Knife), then quickly equip the Mauler and rip through the guard around the corner. Take out the three Shield Generators before walking back to the elevator and riding it up to the main deck. When you arrive up top, Elvis will not greet you as he did on previous difficulties. Instead, you'll need to first open up the hangar doors and grant him access. Run to the small tunnel directly across from the door you just came out of, and ride the elevator into the control room. There's only one Skedar Warrior inside, so make sure to lure him out by peeking and then waiting for him to follow you around the corner. Let loose with the Mauler, then activate the computer to complete your only new objective: **2. Open hangar doors**. Everything from here on out is the same, only much harder because of the enemy AI.



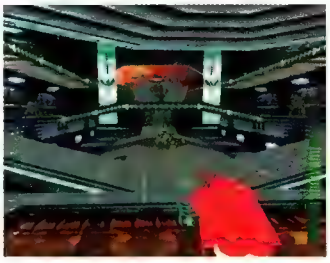
Take out the little orange transfer plates first, then blast the blue energy cylinder.

Elevator to Bridge

SECRET WEAPONS

Mauler (x2) All Difficulties

Take out the largest of the three Skedar Warriors after you've entered the bridge area (main control room), and it will drop the second Mauler. We realize that it's another semi-useless secret weapon, mainly because it's located in the very last room of the mission. The only time it is actually useful is on Perfect Agent when the unruly crowd of Skedar Warriors try to storm the bridge once you've established control. Just remember to save those Mauler rounds and keep them both set on Charge-Up Shot!



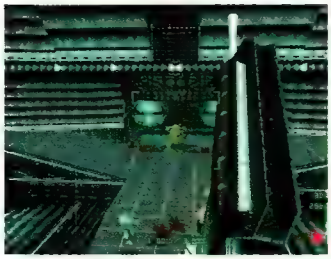
The Skedar Warrior in the middle is the guy who has the double Maulers. Take him out first!

2 Elvis will give you the **AR34** with 400 rounds, after which you'll need to run up to the main deck and help the Maians fend off the onslaught of Skedar Warriors. We found it best to let them do most of the work, and just enter one of the small passages (on either side) and wait until the area is secure. Pick up EVERY SINGLE Mauler clip you can find, and then kill both of the Maian Soldiers. You're reading this right — we want you to TAKE OUT the friendly little Maian Soldiers and pick up their **Callisto NTGs**. You won't fail the mission if you do, and you certainly won't be needing their help anymore, so what the heck? Free ammo, man!

3 Step into the elevator, and Elvis will follow you up onto the control deck. Get the **Slayer** first (through the center door), then continue on to the right and gain entry to the navigational control room. Take out the two Skedar Cheddars, and let Elvis fiddle with the star maps to complete your third objective.

4 Exit the navigation control and head for the blue tunnel that leads upstairs. Just like Special Agent, you're gonna have to take out the engine room before you gain entry to the bridge. Once near the engine room (on Perfect Agent), it's absolutely CRUCIAL that you don't alert too many Skedar Warriors at once. If you do, it's game over man! Just peek around the corner and hope that only one or two will come out at a time. This makes for some very easy pickins' with the Mauler or AR34. Take out the orange transfer plates, then back out into the hallway and blast at the cylinder itself. Again, you'll only have 10 seconds to escape the blast and get into the main hallway (you'll have plenty of time).

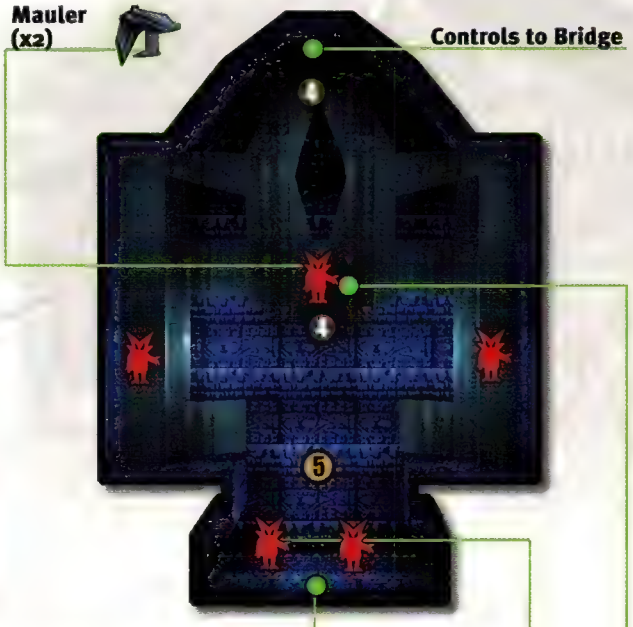
5 Enter the blue tunnel system, and access the bridge area. Take control of the bridge with the same technique that you use on Special Agent. Stay inside the elevator (behind the walls), only peeking out to shoot at one guard at a time. Take your position atop the center platform, and get that Slayer ready to go. As soon as you see one of the two doors begin to open, start letting those rockets fly, alternating doors from shot to shot. When you're out, equip the double Maulers (on Charge-Up Shot) and start firing as fast as you can into the doorways. Just keep Elvis (and yourself) alive for 30 seconds, and you'll complete the mission!



Elvis will run up in front of you and try to help out, which is why it's crucial to keep a good steady aim.

Bridge 1F

Bridge 2F



SPECIAL AGENT: FOR CHEAT

Target Time: 5:17
Cheat Earned: Alien
Overall Difficulty: Hard

Walk-Through

1 Make your way out and kill the first Skedar Warrior for his Mauler (just keep circling around him while you slash with your knife). Take out the Shield Generators, then hop on the elevator. Meet up with Elvis, and skeet-shoot the Skedar until the music changes, then hop on and ride it to the top floor.

2 Clear out the first two rooms, then go to your right. Grab the Shield and continue forward. Make a left in the next room, then take out the two Skedar so Elvis can access the navigational systems. When you reach the three-way intersection make a left, then take out the two Skedar Warriors and dash left.

3 Ignore all of the Skedar Warriors (unless they seriously block your path) and destroy the engine. Now head back to the three-way intersection, and make a left. Start running up until you reach the door, then blast the Skedar Warrior standing guard nearby. Run to the next room, and blast the two Skedar Warriors to the left and right.

3 Ride up the two elevators and enter the bridge. Stand behind the walls in the elevator while you strafe out and land a few shots on the Skedar up top. When Elvis arrives, just stand on the center podium and destroy the Skedar Warriors that come through the front door.

17 SKEDAR RUINS

LEVEL

BATTLE SHRINE

CHEATS

R-Tracker/ Weapon Cache Locations

Complete on any difficulty level to earn.

All Guns in Solo

Complete on Perfect Agent in 5:31 (or under) to earn.

OBJECTIVES

★ Agent

1. Identify temple targets
2. Activate bridge
3. Assassinate Skedar leader

★ Special Agent

1. Identify temple targets
2. Activate bridge
3. Gain access to inner sanctum
4. Assassinate Skedar leader

★ Perfect Agent

1. Identify temple targets
2. Activate bridge
3. Gain access to inner sanctum
4. Destroy secret Skedar army
5. Assassinate Skedar leader

Agent	Items	Agent	Items
★ ☆ ☆	Falcon 2 (scope)	★ ☆ ☆	Target Amplifier
★ ☆ ☆	Devastator / Slayer	★ ☆ ☆	IR Scanner / R-Tracker
★ ☆ ☆	Callisto NTG / Phoenix (x2)	★	Shield x2
★ ☆ ☆	Reaper / Mauler	☆	Shield x1

AGENT

DIFFICULTY: EASY

This is the FINAL level in the game, so everything you've been working for on the last 16 levels all leads up to this one final approach. It's the final showdown with those dirty rotten Skedar on their home turf! The four secret levels that unlock after the Skedar Ruins DO NOT continue the main storyline of the game (or anything that has to do with agent Joanna Dark). Instead, they are more like subquests that happen at various times throughout the game.

1 You'll begin this mission with some decent firepower at hand (including your Falcon 2 (scope), and a Callisto NTG with 300 rounds), so make sure you don't overlook your default weaponry. This time, most of the Skedar Warriors will be cloaked until you get very close to their positions. When you do, they'll reveal themselves and attack. Equip the Callisto NTG and switch over to High-Impact Shells. These do twice the damage but shoot half as fast — the absolute perfect weapon for this level. You can try your luck with the Falcon 2 (scope), but it doesn't do much damage to the Skedar due to their thick scaly armor. Your first objective will be to place Target Amplifiers on the three special Skedar Obelisks.

Once the Skedar Warriors get up in your face, simply walk backwards and pump 'em fulla lead!

You'll need to equip your R-Tracker to identify which ones are active, and which ones are fake. This is a random element that can be a different combination of the FIVE pillars every single time you play the level. Use our map to locate all FIVE possible locations, and then use your R-Tracker to determine which ones are active on your specific game. Use our maps for all the enemy and item locations for this section of the level.

Once you rid the courtyards of all the Skedar Warriors and attach the three Target Amplifiers, you'll complete: **1. Identify temple targets.**

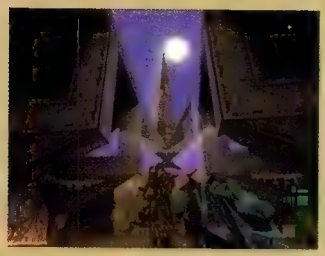
2 Continue down the path until you reach the ravine. Snipe the two Skedar from the top ledge and then jump off the cliff to the other side. Climb the ladder, and continue down the main path. Drop down into the area with the grey tiles, and take out the cloaked Skedar Warrior to your left. Equip the Devastator, and blast a hole through the wall to enter the Skedar Base (see map). Walk down the hallway and enter the first door to your right, taking precautions to deal with all of the Mini-Skedar that scurry around. Two or three High-Impact Shells usually does the trick. Push the large stony block on top of the brown tile to complete: **2. Activate bridge.**

3 Enter the inner area, and follow the hallway across the bridge and then through the main door. Inside the Skedar Secret Army room, the green tanks will open up and several Skedar Warriors will attack you. Your best bet is to just pick them off as they appear. And make sure to pick up the Mauler clips if you're running

Make sure that the Target Amplifiers are firmly attached to the obelisks.

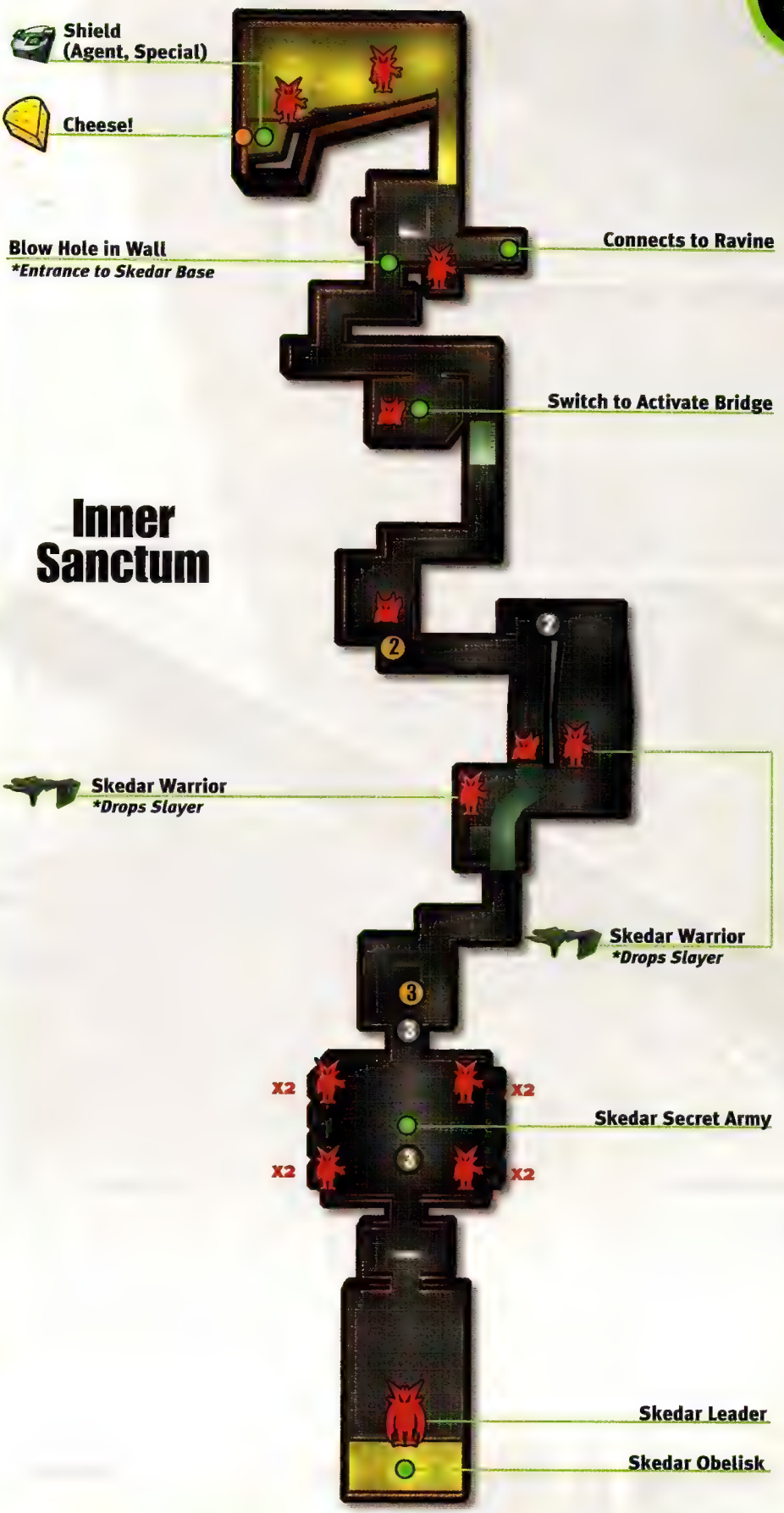
low on ammunition. When you enter the next door, it's time to fight the final boss!

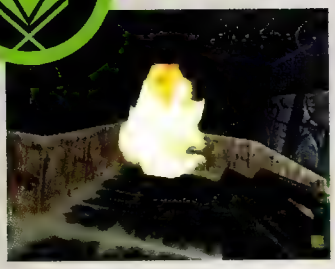
FINAL BOSS STRATEGY



Your best technique is to equip your Callisto NTG (or Mauler) and let loose on the Skedar Leader until his Shield turns green. When it does, he'll retreat to the center of the podium and recharge using the obelisk hanging above. Concentrate your fire on ONE shard of the obelisk at a time, until it breaks off. The Skedar Leader will charge its Shield as you pound on the obelisk, then it will begin attacking once more. If you see him cloak, make sure to move all the way toward the back of the room and watch for him to reappear somewhere close by. Quickly damage his Shield, and he'll retreat back up to the podium. Continue to break off pieces until you get down to the final shard. When you break the final piece, a cinema will ensue and you'll complete the final objective: 3. Assassinate Skedar Leader.

Kneel before the gods of war and place one of your weapons on the Skedar Altar. This will unlock the door up top.



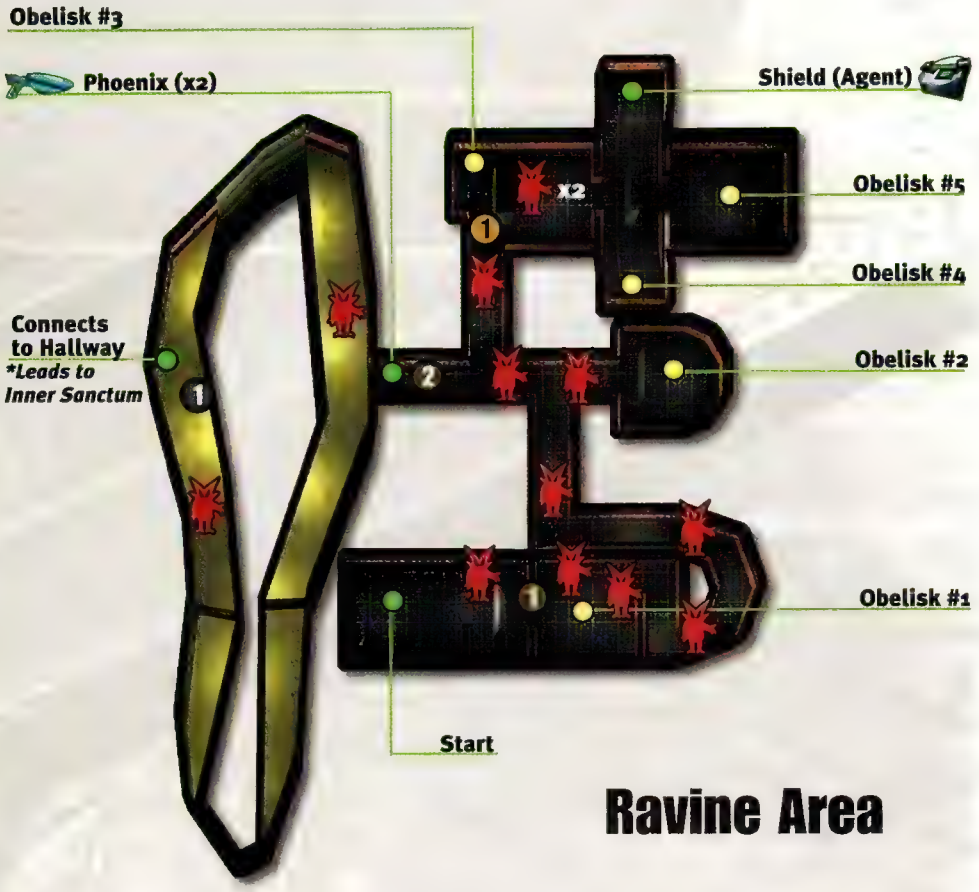


Blast a hole in the wall with your Devastator, or the Phoenix. Either one

AGENT SPECIAL

DIFFICULTY: MODERATE

The Skedar Warriors do a lot more damage than they did on Agent (it almost seems like one or two hits from up close and you're done), so it's wise to check their locations on the maps, and then plot out a course so you only have to fight one or two at a time. If you try to take on more than two at a time, you'll have nothing but trouble trying to keep them off your back. Save your Callisto NTG ammo for the final boss. Instead, try using the Falcon 2 for the first half of the mission. Refer to the Agent walk-through for details on how to complete your first objective.



Ravine Area

SECRET WEAPON

Phoenix (x2) All Difficulties

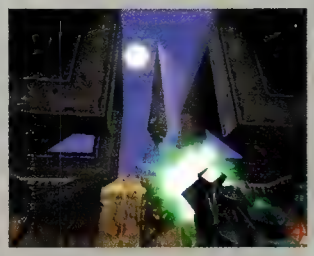
If you destroy the two remaining temple targets after you've finished placing all three Target Locators (as part of your first objective), a pair of Phoenix will appear near the edge of the ravine (see screenshot). You'll need to use the Devastator to blow up the Obelisks, but you'll get the Phoenix in return. It's a nice trade-off, and now you'll have doubles!

1 When you get to the ravine, you'll need to equip your Devastator and blow up the rocky formation that reveals a hidden ladder. Climb up and continue to proceed deeper into the Skedar base. When you arrive in the small courtyard, blow a hole through the wall (in the same spot as you did on Agent), and enter. Mini-Skedar will begin attacking you from all angles, so it pays off to keep a weapon with a high rate of fire equipped (like the Falcon 2). Make your way over to the first door on the right, and push the block on top of the brown tile to complete your second objective.

2 Cross the bridge and enter the dimly lit corridor that leads to the inner sanctum. Instead of going up and to the right, take a left a pass through the door. Around the next corner will be a guard with a Slayer. The second you come out into plain view, he'll shoot a rocket which will take a second or two to reach you. Time the delay and peek out to get in a few clean shots before he shoots it, then quickly duck back behind the wall for cover. After you do this three or four times, the Skedar Warrior will die, leaving his **Slayer** as a prize. When you round the next corner, use the same exact technique. When you get to the Skedar Altar (at the back of the hallway), double-duck and equip your Falcon 2 (or any other weapon that you don't want). Creep up to the altar, and when it tells you to "Make your sacrifice to the God of War," just go ahead and press B. The Falcon 2 should be on the altar, which will activate the door up top, and then let you enter the inner sanctum. When you cross the bridge and enter, you'll complete: **3. Gain access to inner sanctum**.

3 When you reach the Skedar Secret Army, just walk into the room and activate the built-in security system. Once the Skedar start pouring out, just switch to your Callisto NTG and let loose with the High-Impact Shells. These should cut the Skedar Warriors down to size in no time. When the room is clear, enter the door and prepare for the final showdown!

FINAL BOSS STRATEGY



The technique to destroy the Skedar Leader remains exactly the same as it did on Agent. The difference is that his Shield will take 25-30% more damage than before, and he'll use his Cloaking Device to warp around and attack you much more frequently. Again, we think it's best to stay in the very middle of the room. This way, you can easily dodge his Slayer rockets, and still be able to hit both him and the Skedar obelisk with ease. Once you've broken off all 5 shards off the obelisk, a cinema will ensue and you'll complete your final objective.

PERFECT

DIFFICULTY: HARD

On Perfect Agent, the Skedar Warriors will do an insane amount of damage when they hit you from close range. Keep the Skedar as far away as possible at ALL times. Make sure you have a firm understanding of the surrounding area, and that if needed, you could easily backpedal to the very start of the level while returning fire. This was the technique we used to make through the entire first section of this level nearly unscathed.

1 Complete the first objective the very same way you did on Agent, and Special Agent. The three obelisks will switch locations every time you play this level — it's one of the only random objectives in the game. Use our maps for detailed locations of the FIVE possible obelisks, so at least you'll know where to look.

2 Run to the ravine, and blast out the rocky formation that's covering up the ladder. Jump across and climb the ladder, leading you out into the small courtyard. Blast a hole through the wall to enter the Skedar Base (see map for location), and then equip your Falcon 2 (scope) and work your way down the tunnel system. Enter the door to your right and push the activate the bridge, then exit and take out the two Skedar Warriors with Slayers. Place your Falcon 2 (scope) on the altar, and then return upstairs and pass through the door to make it into the inner sanctum.

3 When you meet up with the Skedar Secret Army, just enter the room to trigger the event, then run back behind the safety of the double doors and wait. Hold your position for one full minute, then equip your Slayer and fire a rocket at the door. The splash damage will seriously damage the Skedar Warriors that are all clumped up behind the door. Wait a few seconds, then fire one more just to be safe. Open the door and take out the few stragglers, and you'll complete: **4. Destroy secret Skedar army**. When you pass through the next set of doors, you'll square off with the final boss!

Pick up the Phoenix at the edge of the ravine before you jump across.

FINAL BOSS STRATEGY

For the most part, you'll use the same tried and true method that you've been using on both Agent and Special Agent. Knock off all five shards of the obelisk and win the game. Below is a list of bullet points to help you out on Perfect Agent.

- **Watch the colors of the Skedar Leader's Shield.** Red means it's fully charged, yellow means it's damaged, and green means it's completely depleted. When it turns green, you'll want to attack the obelisk.
- **Judge the time it takes for the Skedar Leader to recharge his Shield when he rests under the podium.** This will ensure that you can inflict maximum damage and break off ONE shard per recharge.
- **We suggest that you save your Callisto NTG (and all its rounds) for the final battle on Perfect Agent.** Try to use up all of your other weapons during the regular level.
- **The Skedar Leader likes to shoot Slayer rockets at the walls because of the massive splash damage.** Keep yourself firmly planted in the center of the room for the best chances at dodging them.
- **When an enemy spawns behind you, make sure to take priority in getting rid of it.** Ignore the Skedar Leader and concentrate all of your effort on his little minions. Once it's clear, get back into the swing and begin attacking the Skedar Leader.

PERFECT AGENT: FOR CHEAT

Target Time: 5:31
Cheat Earned: All Guns in Solo
Overall Difficulty: Very Hard

Walk-Through

Equip your R-Tracker and Target Amplifier immediately. You'll need to run past ALL of the cloaked Skedar Warriors in the first half of the mission, since stopping to kill even one of them will make you miss your target time. And also, you MUST stop to get the Phoenix (see Secret Weapon sidebar).

1 Restart the mission until one of the three pillars is at the start location. Place the other two Target Amplifiers, blow up the two remaining pillars, then quickly jump the ravine (there will be about 12-15 Skedar Warriors chasing you so dodge them accordingly). Oh yeah, and grab the Phoenix before you jump! Drop down and take out the cloaked Skedar Warrior, then blast a hole in the wall with your Phoenix to gain entry to the base itself. Dash through the hallways, and push the block on the floor panel to raise the bridge.

2 When you encounter the two Skedar with Slayers, just strafe back and forth to dodge their rockets. Sacrifice your crappiest weapon on the altar, then run for the secret army. You should have two Devastator rounds left, so just walk up to each side of the room and shoot a grenade. (Afterward, there will only be one or two Skedar left).

3 The Mauler is the weapon of choice against the Skedar Leader. One Charge-Up Shot will break an entire shard off the obelisk. The Phoenix inflicts massive damage, but the capacity is a bit too low. Defeat the boss, and you're done!

18 LEVEL

MR. BLONDE'S REVENGE

SECRET LEVEL 1

SECRET LEVEL!

Unlocked by beating all 17 of the previous levels on "Agent" difficulty.

Note: There are no "Cheats" to be unlocked by completing this level

Agent	Items	Agent	Items
★☆☆	Mauler / Falcon 2	★☆☆	BombSpy
★☆☆	CMP150 (x2)	★☆☆	Cloaking Device
★☆☆	Shotgun	★	Shield x2
★☆☆	DY357 Magnum	☆	Shield x1

OBJECTIVES

★ Agent

1. Locate and escort Cassandra to helipad

★ Special Agent

1. Plant explosive device in lab lift
2. Locate and escort Cassandra to helipad

★ Perfect Agent

1. Plant explosive device in lab lift
2. Eliminate dataDyne captain
3. Locate and escort Cassandra to helipad

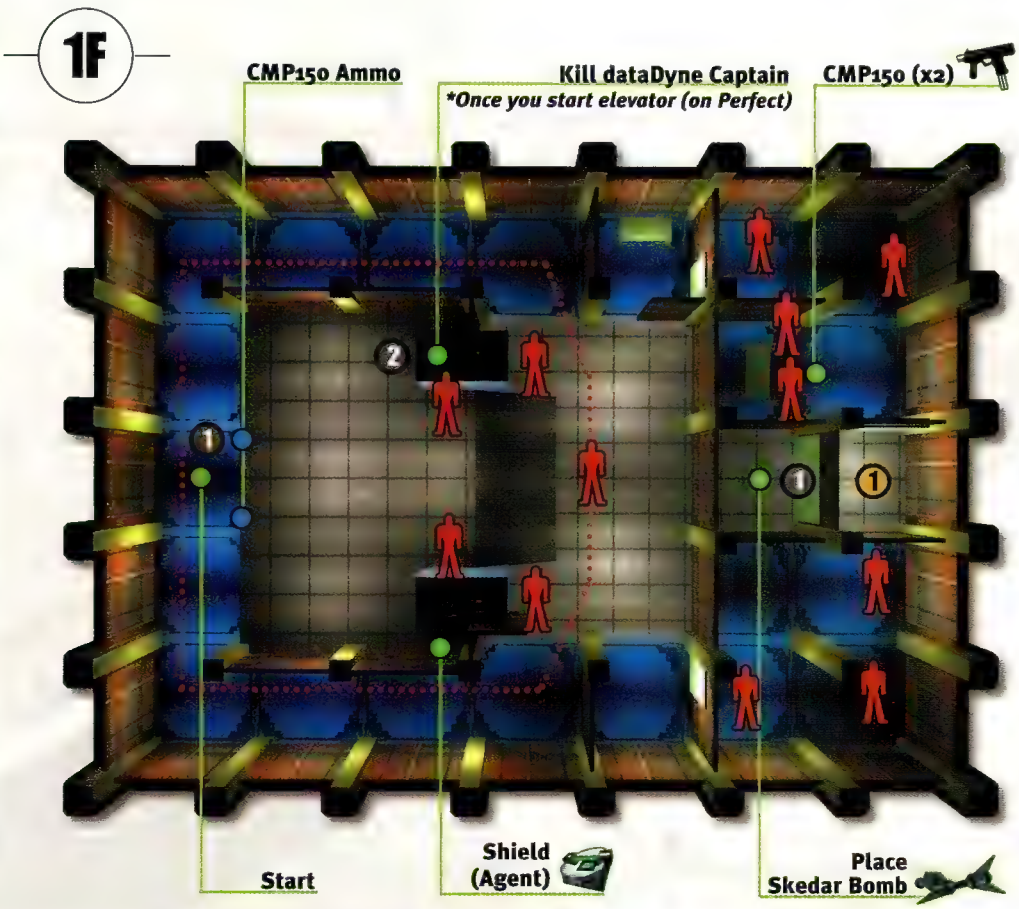
AGENT

DIFFICULTY: EASY

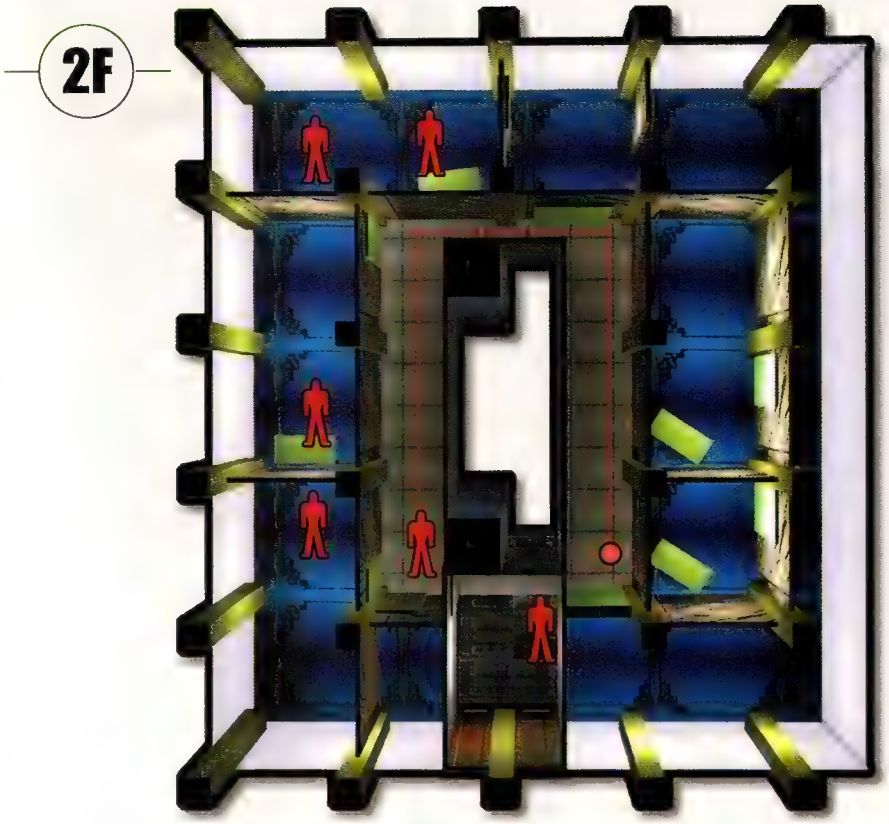
This mission is fairly easy. All you need to do is get up to the top floor, enter Cassandra's office, and then bring her to the roof to complete the level. We did learn a couple things that should make it a lot easier for you though, ya see?

1. Start the mission by immediately equipping your Cloaking Device (which lasts for 30 seconds). Run for the glass elevators and take either one up to the next floor. If one of the guards on the first floor detects your presence, the alarm will go off and you'll fail the mission. Make sure this doesn't happen by staying cloaked the entire time.

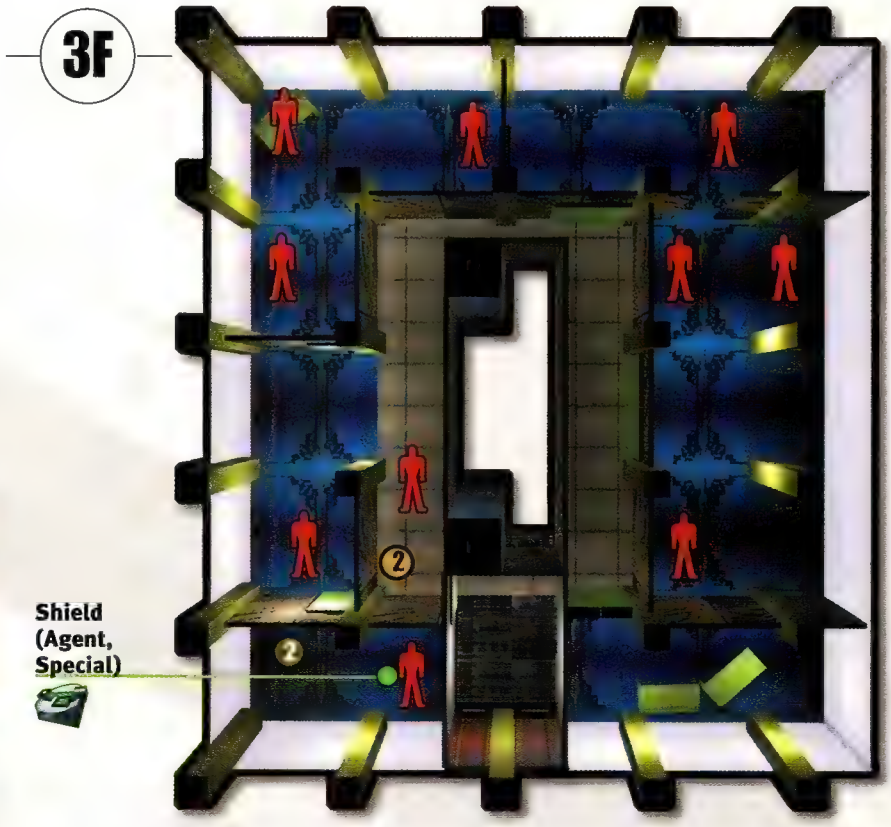
2. When the elevator arrives up top, get off and run to the far left. Open the brown door and head up the steel staircase, taking out the Shock Trooper as you do



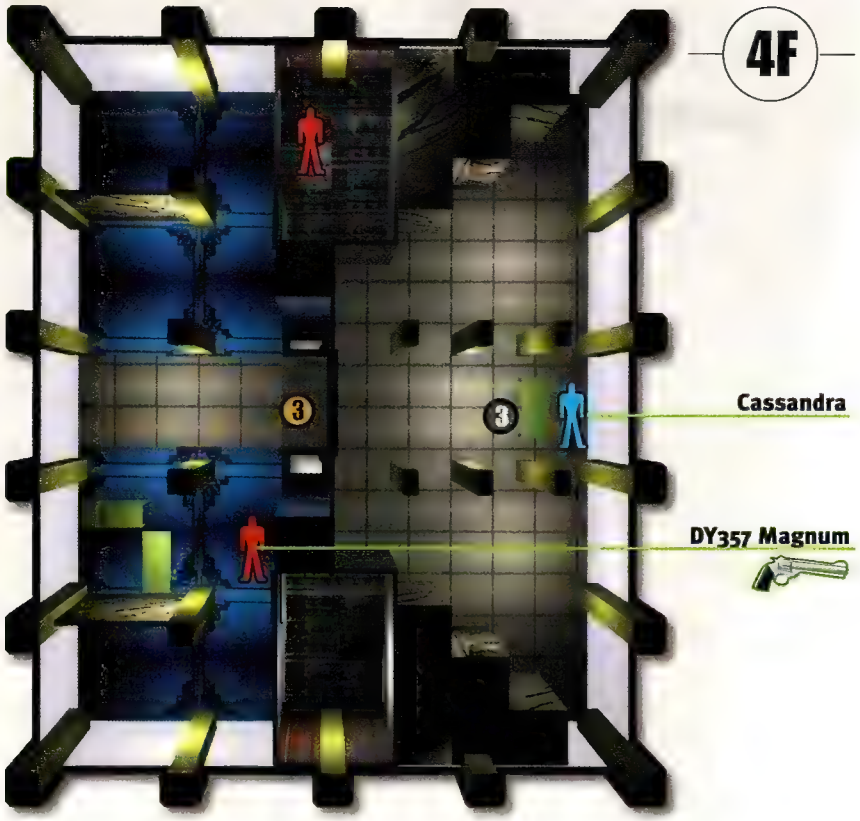
so. Enter the next floor and run around to the left, and through another brown door. Here, you can blast one of Cassandra's guards and pick up a **Shield**. Run back around to where you came in, and access the elevator nearest you (the one on the right). Just stand in the corner until it arrives — there is no need to explore or do anything other than get to the top floor on this mission. Jump in the elevator, and ride it up to the top floor. Take out the two Shock Troopers, and enter Cassandra's office Unarmed. She'll attempt to pull a gun, at which point you should immediately disarm her. Keep her at gunpoint until you arrive up on the roof. Since the alarm is going off (it's unavoidable), Cassandra's bodyguards will be popping out of the woodwork. Stay well protected, and always a keep a watchful eye on Cassandra's location.

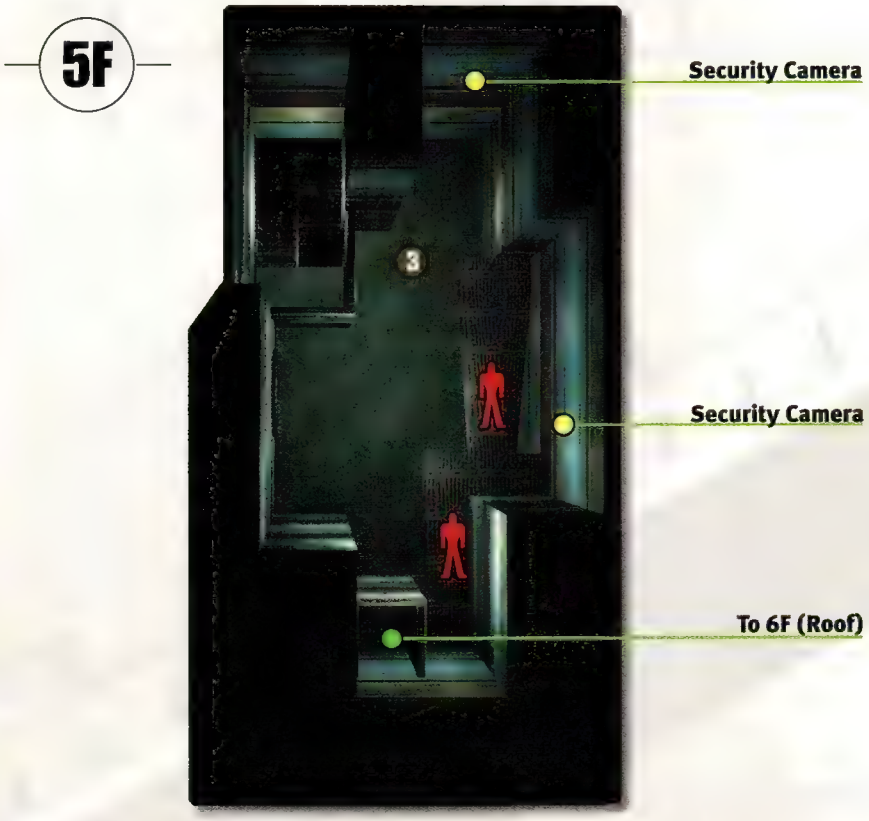


3 When you finally arrive up on the rooftop, there will be two final guards to obstruct your escape. An important thing to know is that both of them have N-Bombs, and they aren't afraid to use them even if Cassandra is in the way! Take 'em out quickly (with Charge-Up Shots from the Mauler), then get to the helipad to complete your only objective: **1. Locate and escort Cassandra to helipad.**



Place the Skedar Bomb inside the elevator that leads down to the lab lift to complete your first objective.





AGENT SPECIAL

DIFFICULTY: MODERATE

1 Much like Agent, you'll start the mission by immediately equipping your Cloaking Device. But this time, you'll run for the Lab Elevator, passing up every single guard you encounter. Equip the Skedar Bomb from your inventory, and place it inside the elevator lift. This will complete: **1. Plant explosive device in lab lift.**

2 Quickly run up to the regular elevators and take the one on the right up to the next floor. If one of the guards on the first floor detects your presence, the alarm will go off and you'll fail the mission. Make sure this doesn't happen by staying cloaked for the entire duration of your first floor operations, even after you've placed the Skedar Bomb in the elevator. When it stops, jump off the elevator and run to the brown door

Keep your Mauler on Charge-Up Shot, and slowly make your way to the top floor.

Bring Cassandra up to the helipad to complete the mission. Keep her close to you, or she won't move.

on the left. Climb the stairwell and exit through the brown door, leading you out onto the next floor. Run for the Shield around the corner (it's in the same spot that it was in on Agent), then back to the elevator near the door you came in. Get on, and ride it up to the very top floor.

3 There might be one or two stragglers up near Cassandra's office, depending on whether or not they previously took the elevator down to come after you. Either way, you'll need to enter Cassandra's office and disarm her before she gets a chance to shoot you. Keep her at gunpoint, and bring her up to the roof. Wind up the stairwell, take out the few remaining Shock Troops, then arrive at the helipad to complete your final objective.

PERFECT

DIFFICULTY: HARD

On Agent and Special Agent, this level was almost a bit too easy. But on Perfect Agent (as always), the level becomes considerably more challenging. You'll need some excellent menu dexterity to make it through with little trouble. And when we say menu dexterity, we mean that you'll have to be able to switch over to your cloak, and then back again very quickly. You see, this level is all about conserving that precious 20 seconds of cloak until you actually NEED it.

1 Like we said, you'll need to be an absolute ninja when it comes to conserving that Cloaking Device. Try to make it over to the Lab Elevator, plant the Skedar Bomb, and then back to the glass elevators in less than 10 seconds. Just be really fast with your menu when switching from item to item.

SECRET WEAPONS

CMP150 (x2) All Difficulties

This one isn't really essential, or even highly recommended. But we'll mention it just for the sake of being complete, or hardcore, or crazy, or whatever other goofy reason you can think of. On your way to the lab elevator (as you're planting the Skedar Bomb), take out the very last guard in the room before the elevator. You'll get double CMP150s, which might prove useful when trying to take out the guards on the higher floors. Plus, Mr. Blonde is just SO darned cool looking with dual CMP150s, isn't he?

You should be able to get on the glass elevator with a minimum of 10 seconds of cloak still left over. As soon as the elevator starts going upward, unequip your cloak and get your Mauler ready. Blow out the glass to the left as the elevator rises up, then get your crosshair pointed to the upper right hand side of your screen (see screenshot for EXACT location). The elevator will come to screeching halt, at which point you should wait two seconds, then immediately equip your Cloaking Device. The dataDyne Captain will rise up in the opposing elevator (lining up with your crosshair, but unable to see you because you're cloaked). One clean shot from your Mauler (on Charge-Up Shot) will do the job. When she dies, immediately unequip your cloak and you should still have around 5-8 seconds left. This will complete: **2. Eliminate dataDyne captain**.

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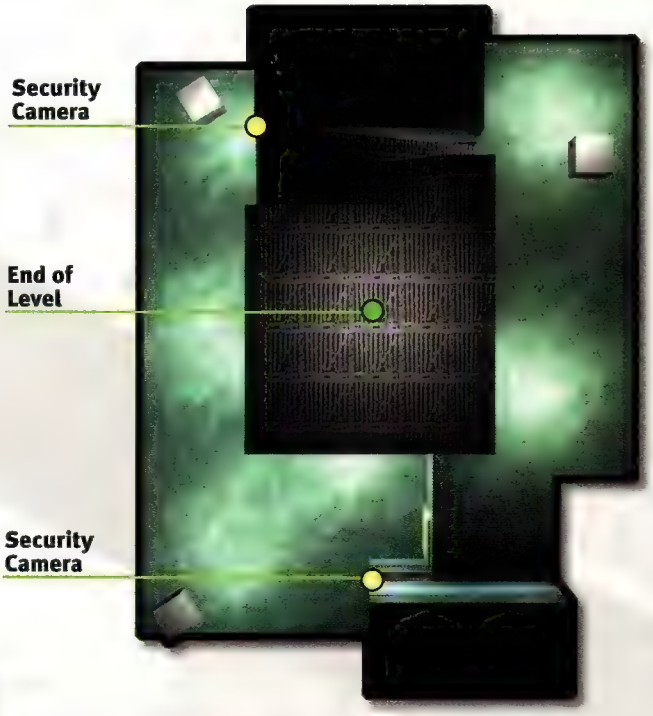


If you chose not to use your cloak, or simply didn't have enough cloak, the dataDyne Captain would hit you with a minimum of two shots.

2 Get off the elevator, and run for the brown door to your far left. Don't open it... yet. This is the part of the level where you either die, or continue on. Equip your cloak, then run up the steel staircase and wind past the guards. In a flash, you'll have to make it past the three bodyguards outside of the brown door and onto the glass elevator before the door closes and it leaves without you. If you manage to get on the elevator, congratulate yourself — that 's tough! The timing in this section is tricky, and it might take you a few tries to figure it out. But when you finally get it, you'll save yourself the trouble of having to deal with ANY of Cassandra's bodyguards — less the few that you've taken out on your way to the top.

3 From here to the end of the level everything is exactly the same as it was on Agent and Special Agent. Bust into Cassandra's office, disarm her, and escort her to the helipad. The only thing to make sure of is that the two Shock Troopers on the roof won't blast you to kingdom come with their N-Bombs. Sneak in and snipe them with Charge-Up Mauler shots before they even get the chance.

Line up your crosshair with this spot on the map and take out the dataDyne Captain with one shot.

19 LEVEL

MAIAN S.O.S.

SECRET LEVEL 2

SECRET LEVEL!

Unlocked by beating all 18 of the previous levels on "Special Agent" difficulty.

Note: There are no "Cheats" to be unlocked by completing this level

OBJECTIVES

Agent

1. Activate distress signal

Special Agent

1. Sabotage enemy medical experiment
2. Activate distress signal

Perfect Agent

1. Sabotage enemy medical experiment
2. Destroy captured Maian saucer
3. Activate distress signal

Agent	Items	Agent	Items
★☆☆	Falcon 2	★☆☆	Tranquilizer
★☆☆	Psychosis Gun	★☆☆	DY357-LX (x2)
★☆☆	Dragon	★☆☆	Shield x0

AGENT
DIFFICULTY: EASY

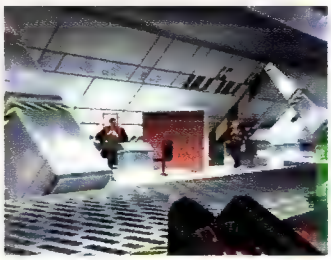
This level isn't very hard, but it does get fairly long and drawn out. The actual level spans throughout the entire Area 51 sector, connecting the MedLabs from Level 9 with the hangars from Level 8. One important thing to note is the fact that Elvis only starts with 50% of his normal health. We guess it's because those goofy scientists had him on the experiment table. You know, needles 'n stuff?

1 Begin by knocking out the scientist next to the experiment table, then run through the back door and disarm the second scientist (to get his Falcon 2). Grab the **Psychosis Gun** from atop the table and run back into the experiment room. Your only way to get through the glass is to push the hovertable over to the glass, and shoot it to trigger an explosion. The glass will break, and you'll be able to escape. When you open up the first series of doors, you'll face an onslaught of enemy agents with Dragons. Try to get a Dragon from one of them before you even attempt to start taking out the whole group. Make your way out into the main hallway and go right, taking out the two guards in front of the doors. If you want to use our Secret Weapon/Technique (see sidebar), then do it now. If not, then do a 180 degree turn and continue down the long winding corridor.

Five shots from the Falcon 2 should destroy the hovertable and break the glass.

2 Take a right at the first junction and enter the storage warehouse. Guards will begin pouring in from all angles, at which point you have one of two choices: 1. You can continue to run into the hangar, and hope that no one will hit you. 2. Trigger an enemy response (by firing a few rounds), then walk backwards through the hallway and let the guards come to you. The first choice is definitely much faster, and if you have a lot of health (and a little luck), then feel free to do it. If you're the more cautious type, then the second choice is surely your bag of chips. Either way, you'll need to get on top of the steel ramp and enter the door on the right to continue forward. When you pass through the door, an alarm will go off, alerting the agents of your escape. Get out of their way, and sneak through the vent that leads down into the warehouse area (with a double-crouch).

3 Guards will be in the same general locations that they were in on Level 8, hiding mostly behind boxes, or walking patrols up on the second floor. Take them out one by one (with your Dragon, of course), then ride the elevator lift up top. Take a right, and follow the path down to the door at the very end of the hallway. When you pass through, you'll need to climb up the steel ramp and again, run for the elevator up top. Access it when you get there (it may take a few seconds to arrive), then duck in the corner for safety. When it finally emerges, get on and take it up to the ground level. Run through the hallways and take out the last few guards, then enter the control room. Inside are two guards with Tranquilizers. Hug the wall to the right as you enter. Or, as



Use the pillars as cover, then zoom in with your Dragon to surprise these moronic guards.

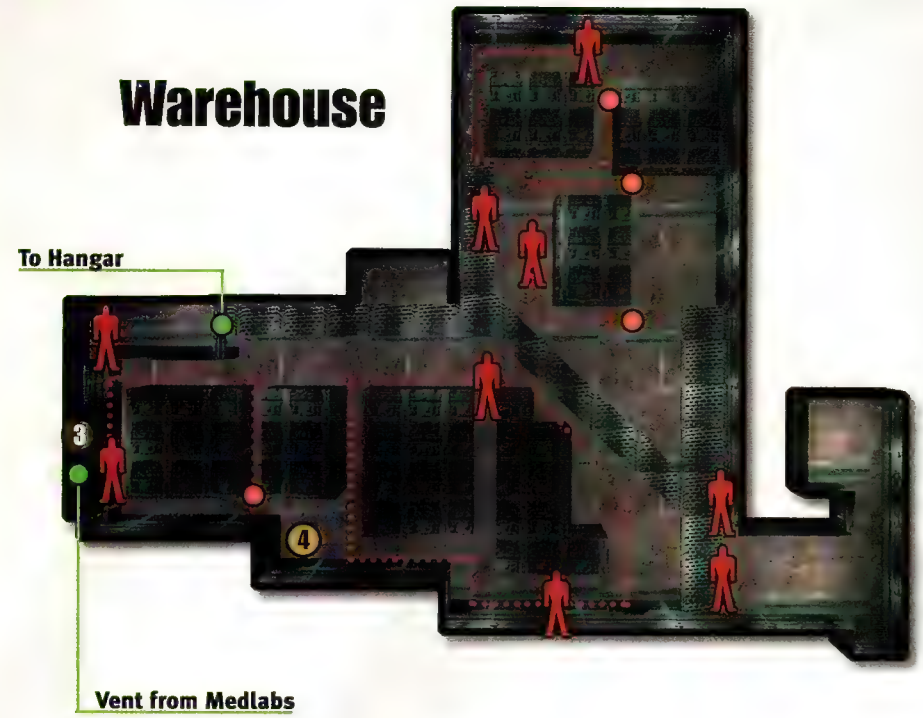
an alternative, you can try using the doors as cover. Try closing them before the guards even get a chance to return fire. Once the area is secure, enter the room and shoot down one of the dividers that separate the room. Take out the last two scientists, and access the computer. This will complete: **1. Activate distress signal**.

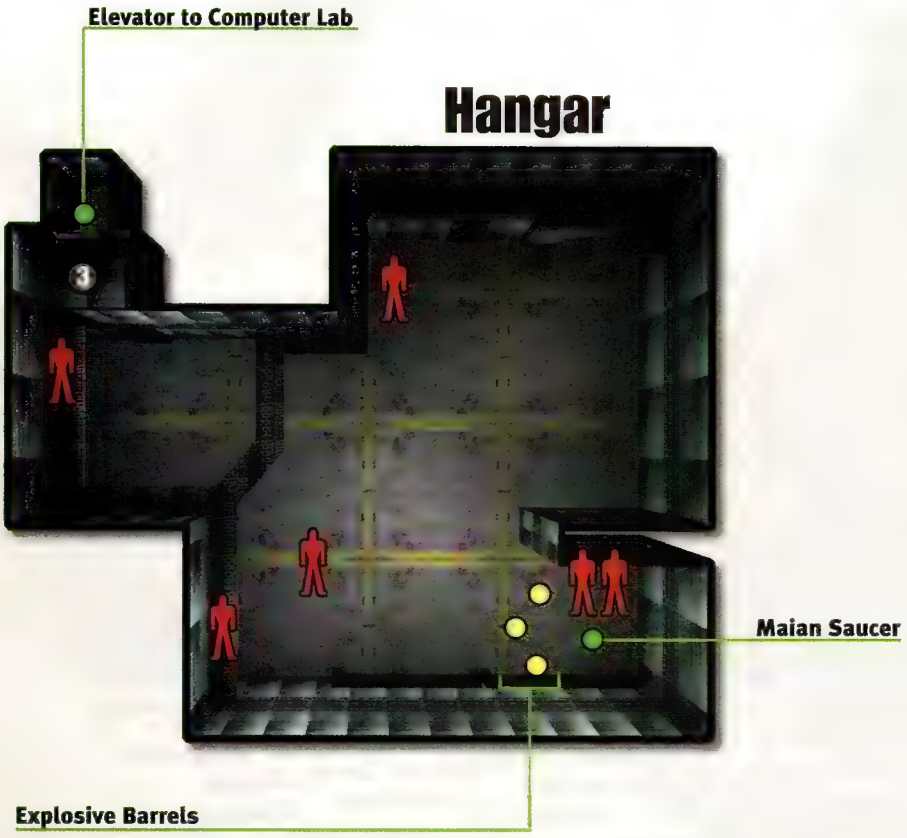
SPECIAL

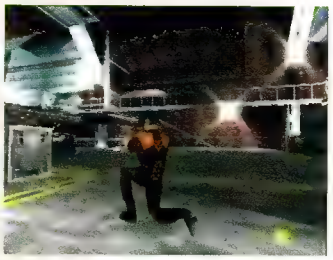
DIFFICULTY: MODERATE

1 Begin by knocking out the scientist next to the experiment table, then run through the back door and disarm the second scientist (to get his Falcon 2). To get more ammunition, try letting the guard pull out multiple Falcons before you completely knock them out. (So in other words, you'd disarm them, then let them pull out another gun and do it again). When you're satisfied with your amount of ammo, grab the **Psychosis Gun** from atop the table and run back into the experiment room. Push the hovertable over to the glass, and

You've only got one shot to hit the guard with the Psychosis Gun, so make it count!







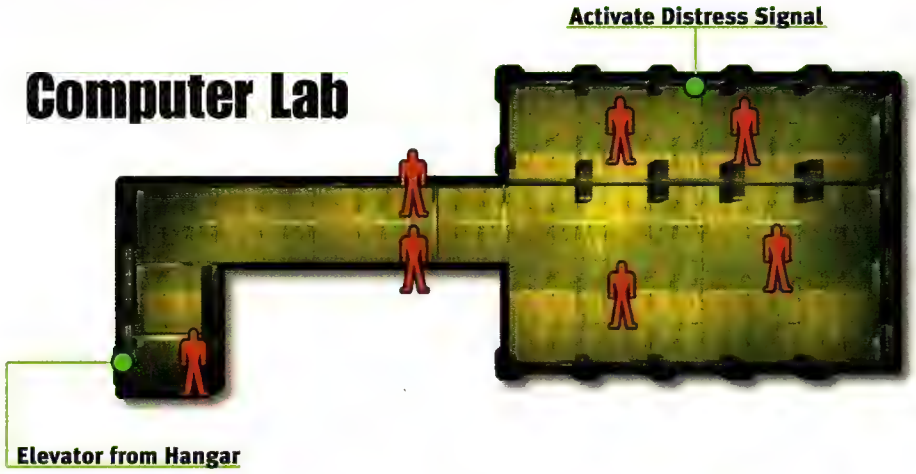
We especially like when this dope crosses his arms. Like he's Bruce Willis or something...

shoot it to trigger an explosion. The glass will break, and you'll be able to escape.

2 It's probably a good idea to run over and use the Psychosis Gun on the guard with the double DY357-LX — this next section is quite a pain without him. Enter the second MedLab and have the guard with the double DY357-LX lead the way. Keep some cover fire down through the center of the hallway, and above all, stay sheltered. When you gain access to the lab itself, blast through the glass and take out the two scientists. Pick up the Tranquilizers, then destroy the hovertable and you'll complete: **1. Sabotage enemy medical experiment.**

3 Work your way back to the hallway, and run down to the main storage warehouse. When you enter, fire off a few warning shots then back up until the guards begin to arrive. Take 'em all out one by one, then creep into the room (with caution) and climb the steel ramp. Enter the hangar area, then get to the upper deck (past the Maian spacecraft) and up into the elevator. This elevator is EXTREMELY slow, so make sure to watch your back as you wait patiently in the corner. Assess your current ammo situation, and use the Tranquilizer if necessary (you should have at least 20-30 rounds for it). Access the computer console and send the distress signal to complete the level.

Computer Lab



PERFECT

DIFFICULTY: MODERATE

1 You'll begin much the same as you did on Special Agent, but with a bit more caution up front. The first two scientists are one of the most important parts of the mission — you'll have to make absolutely CERTAIN that you leave this room with no less than 25 rounds in your Falcon 2. You'll accomplish this by disarming the scientists multiple times in succession. Just wait for them to pull out more Falcons before you attack. Exit the room through the broken glass, and open the first door. If you align your crosshair just above

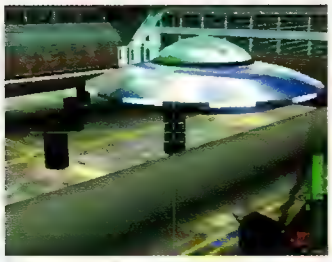
This little hole in the wall will grant you access to the next area. Jump down to access the hangar.

the kink in the door, you should be able to get a quick head shot and take him out. Let the rest of the guards come through the door, stomping mudholes in them, one by one.

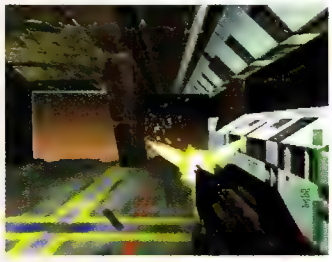
2 Race down and to the right using your Psychosis Gun on the guard with the double DY357-LX. He will prove to be VERY useful on Perfect Agent! Follow him around for a while, letting him take out most of the guards you encounter. When he goes to clear out the second MedLab, make sure to lay down some suppressing fire as he sweeps through the hallway. If you don't try and help him out, he'll get overwhelmed and taken out easily. Enter the lab and take out the two scientists, then blow up the hovertable to complete your first objective. Before you leave, check the floor and grab all four **Tranquilizer** guns.

3 Jog down the hallway and enter the storage warehouse. Search for a DY357-LX laying around since your goofy partner probably got himself whacked nearby. Pick it up, then walk backwards into the hallway as enemy agents approach you from down below. Scramble up the steel ramp, and into the door then out through the small ventilation shaft.

4 When you arrive in the warehouse, make sure to "check your six" as often as possible. Enemy agents have a bad habit of creeping up from behind and wasting you without notice — something that can clearly be prevented if you check your surroundings. Ride the elevator lift up, then take a right and pass through the door at the end of the tunnel. Take out as many guards as you can, then begin pushing the explosive barrels underneath the Maian saucer. When you get a few of them in place, back up and zoom in with the Dragon to try and set off a chain explosion. If the Maian saucer doesn't blow up, you can toss your Dragon as a Proxy Mine right underneath the ship, then shoot it from long range with your Tranquilizer. Whatever you do, make sure not to be close to the ship when you set off the explosives — that mutha' blows up the spot! This will complete: **2. Destroy captured Maian saucer.** Take the elevator up, then send out your distress signal from the mainframe to complete the mission.



Blast the explosive barrels to destroy the captured Maian Saucer. If that doesn't inflict enough damage, use your Dragon as a Proxy Mine!



The dividers inside the final room can be destroyed. Pass over to the other side and access the computer to send out the distress signal.

SECRET WEAPONS

Psychosis Gun Technique — All Difficulties

If you go left from the exit of MedLab A, you'll find a guard equipped with double DY357-LX. If you save your Psychosis Gun for him, you can actually get him on your side! Just walk up to him and give him a quick blast (anywhere on his body), and he'll immediately begin working for you. One nice thing about this process is that he gets one-hit kills on ANY of the enemy agents throughout the level. And to top it off, he has UNLIMITED AMMO! Make sure to keep him alive (with some cover fire) and he'll clear the way. When he finally does die, you can pick up his DY357-LX and get one extra shot before the ammo is depleted. Wow...

20 LEVEL

WAR!

SECRET LEVEL 3

SECRET LEVEL!

Unlocked by beating all 19 of the previous levels on "Perfect Agent" difficulty.

Note: There are no "Cheats" to be unlocked by completing this level

Note: There are no "Secret Weapons" to be found on this level

OBJECTIVES

Agent
1. Kill Skedar King

Special Agent
1. Kill Skedar King
2. Kill Skedar King 2

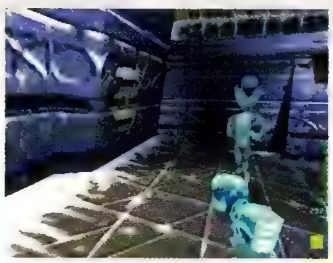
Perfect Agent
1. Kill Skedar King
2. Kill Skedar King 2
3. Kill Skedar King 3

Agent	Items	Agent	Items
★ ☆ ☆	Phoenix	☆ ☆ ☆	Slayer
★ ☆ ☆	Callisto NTG	★ ☆ ☆	DY357-LX (x2)
★ ☆ ☆	Mauler	★ ☆ ☆	Shield x0
★ ☆ ☆	Reaper		

AGENT
DIFFICULTY: EASY

Before you even attempt this level on any difficulty setting, there are a few things you should know. First and foremost, you should always let your little Maian comrades clear the way for you. Never run up ahead of them. On the harder difficulties, they won't be of much help, but on Agent, they actually clear the place out effectively. Once you're inside the base itself, never EVER stop making forward progress. The Skedar Warriors are infinite — they never stop defending until you've finally killed their King.

1 This level is fairly simple as far as objectives go, not to mention the fact that you already know the territory from Level 17: Skedar Ruins. With that in mind, just follow your little melon-headed sidekicks into the Skedar base, and begin clearing out row after row of Skedar Warrior scum. We found it best to let the Maians run point, and let Elvis stay to the rear with the gear. With your Phoenix on Explosive Shells, ambush the Skedar King who's hiding right next to the altar on the lower floor of the base. You'll need to act quickly though — Skedar Warriors will begin falling from the bridge above, trying to do everything in their power to keep you from killing their leader. Just stay focused, and concentrate your fire on the King until he finally perishes. This will complete your first and only objective: **1. Kill Skedar King**.

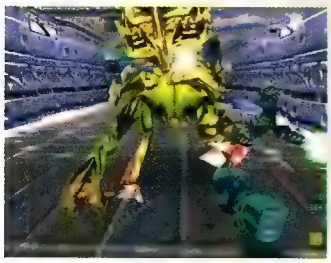


Skedar Warriors will charge out from every crack, corner, and crevasse in the entire base. Stay alert!

It's inevitable that some of your comrades will be killed in battle. Grab their Callisto NTGs!

SPECIAL AGENT
DIFFICULTY: HARD

1 Kill the first Skedar King exactly as you did on Agent, slowly plowing your way through the horde of dirty Skedar Warriors. The King shouldn't have much of a chance with his Reaper if you con-



Try to keep the Skedar King tucked away in his corner. If he gets close to you, it's all over.

tinually pound him with the Phoenix (using Explosive Shells), so don't let up.

2 Backtrack, and pass through the door then scoot up the hallway. As you cross the bridge, beware of Skedar from both the bottom and in front. When you get to the double doors, blast about 10-15 Explosive Shells at the door before opening it — the splash damage should take care of any Skedar trying to ambush you from behind it. When you get to the room with the secret army, look behind the center pillar and begin firing Explosive Shells at the Skedar King. If you stand just right, the Skedar King won't move for the first three or four hits, making it easier for you to land just a few more to take him out. Above everything else that's going on around you, try to concentrate and focus all fire on the Skedar King himself. As soon as he dies, you'll complete: **2. Kill Skedar King 2.**

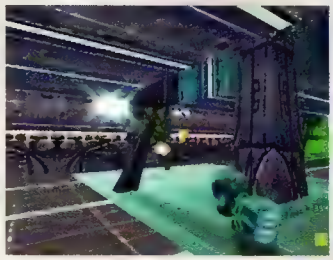
PERFECT

DIFFICULTY: HARD

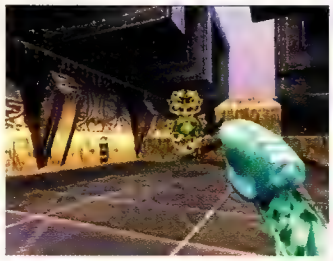
1 On Perfect Agent, we found that the Phoenix actually works best if you treat it like you'd treat a Rocket Launcher in other FPS games: by shooting it at your enemy's feet. The splash damage isn't nearly as powerful as a direct hit, but the repeated damage of multiple shots is much more reliable. The key is to fight the Skedar Kings for as little time as possible, while dealing out enough damage and conserving enough health to make it past the first two. The third King is actually a piece of cake compared to the first two. If you can make it there with only a wee bit of health left, you'll do fine.

2 The first two Skedar Kings should be approached with the same strategy you used on Special Agent, with just a little more caution taken when you work your way through the tunnels. If your Maian brethren get whacked, just sit tight and wait for more of them to arrive. A constant stream of Maians will back you up from start to finish on this level, so why not use 'em?

3 When you reach the third Skedar King, it's very important to rush the room with your Slayer equipped. Get off one clean shot near his feet, then switch to your Phoenix and fire off a few more rounds. This one-two combo should take him out with little trouble, and you'll complete your final objective: **3. Kill Skedar King 3.**



The second Skedar King wields a Slayer, so try to use the pillars as shelter from his rockets.



The final Skedar King is actually the easiest to kill. He uses no special weapons, only summoning power.

21

LEVEL

THE DUEL

SECRET LEVEL 4

Agent	Item	Agent	Item
★|☆|☆	Falcon 2 (scope)	★|☆|☆	Shield xo

SECRET LEVEL!

Unlocked by completing ALL of the training missions inside the C.I.

Note: There are no "Cheats" to be unlocked by completing this level

Note: There are no "Secret Weapons" to be found on this level

OBJECTIVES

★ Agent

1. Defeat dataDyne guard

★ Special Agent

1. Defeat dataDyne guard
2. Defeat Jonathan Dark

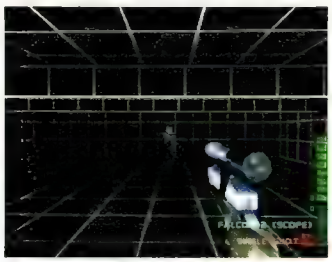
★ Perfect Agent

1. Defeat dataDyne guard
2. Defeat Jonathan Dark
3. Defeat Trent Easton

AGENT

DIFFICULTY: EASY

More of a bonus mini-game than an actual level, the object of the duel is a fairly simple one: shoot your enemy before he shoots you! Seriously though, it's a one-hit kill scenario, so the guy with the best aim wins. The dataDyne guard doesn't really pose that much of a threat, so you'll want to immediately turn around 180 degrees and begin firing about chest-high. One of those shots is bound to hit him. When you do, you'll complete: **1. Defeat dataDyne guard**.



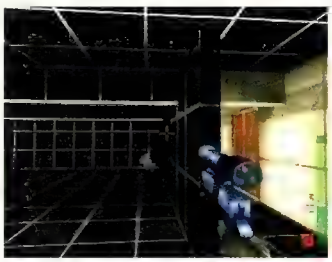
Here's some stats on the dataDyne guard (estimated to the best of our ability):

- **Aim:** Average
- **Reaction Time:** High

SPECIAL AGENT

DIFFICULTY: EASY

When you defeat the dataDyne guard, you'll have to fight one extra opponent, Jonathan Dark. Jonathan isn't really much better than the dataDyne guard stat-wise, but he DOES use a little more technique when he runs around inside the room (as opposed to just standing there). He'll probably seek shelter behind the wall, so keep yourself in the corner (away from the wall) and shoot him as he pops out from either the right or left side. When you do, you'll complete: **2. Defeat Jonathan Dark**.



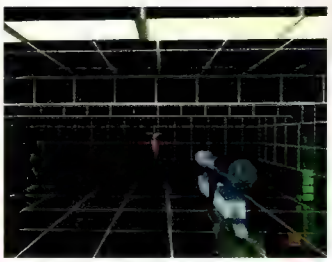
Here's some stats on Jonathan Dark (estimated to the best of our ability):

- **Aim:** Average
- **Reaction Time:** Moderate

PERFECT AGENT

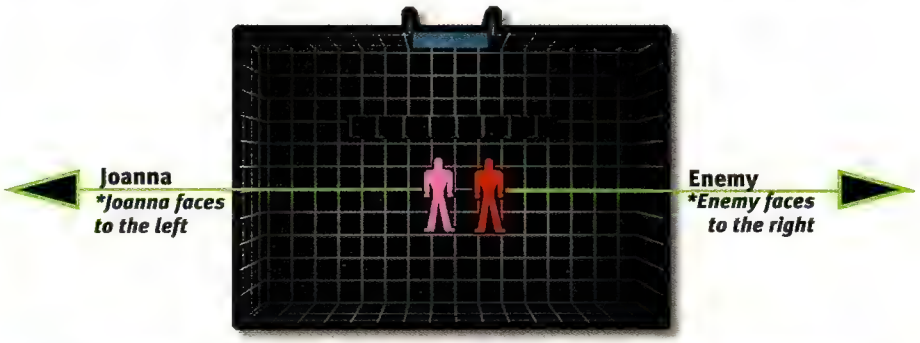
DIFFICULTY: MODERATE

On Perfect Agent, your new opponent will be Trent Easton (a.k.a. The Man in the Red Pajamas). With Trent, you'll honestly need to hit him on your first or second shot. If you don't, he'll most definitely land a shot with his DY357-LX on his first try. The best technique is to not even move from your original starting location, and pivot 180 degrees toward Trent. As you're turning, lower your crosshair to the mid-section/groin area. Take him out to complete: **3. Defeat Trent Easton**.



Here's some stats on Trent Easton (estimated to the best of our ability):

- **Aim:** Very Good
- **Reaction Time:** Low



We listed each of the Shield locations as we went through the Solo Missions, and here, we list them all in one spot for easy reference.

SHIELD LOCATIONS

SOLO MISSIONS

Level	Agent & Special Agent	Agent Only
1. dataDyne - Defection	**Location#1:** Dropped by a guard in the corner of the room (third floor)	**Location#2:** On the first floor, alongside the glass elevator (in corner)
2. dataDyne Research - Investigation	**Location#1:** Inside the "fish tank", past the laser grids	**Location#2:** On a crate, around the corner from the radioactive isotope
3. dataDyne Central - Extraction		**Location#2:** Same room as the Laptop Gun from level 1 (near elevator)
4. Carrington Villa - Hostage One	**Location#1:** In the helipad area, on top of a crate *(This is an exception, on Agent only)*	**Location#2:** Inside the bathroom, beside the master bedroom
5. Chicago - Stealth	**Location#1:** In the small passage, underneath the taxicab	**Location#2:** Underneath the staircase leading down to the Punk Pond
6. G5 Building - Reconnaissance	**Location#1:** Under the stairwell, beneath the two exit doors	**Location#2:** Right past the second set of cloaked guards, near stairs
7. Area 51 - Infiltration	**Location#1:** Inside small service tunnel, between minefield and elevators	**Location#2:** Right next to the satellite dish, in front of the door
8. Area 51 - Rescue	**Location#1:** Inside the room where you turn off the lights (on table)	**Location#2:** Inside warehouse, on the guard in the far left corner
9. Area 51 - Escape	**Location#1:** Same spot where you find the Alien MedPack	**Location#2:** Located on the scientist in the conspiracy evidence room
10. Air Base - Espionage	**Location#1:** To the left of the safe (with the flight plans)	**Location#2:** On guard, standing above elevator that leads down to hangar
11. Air Force One - Anti-Terrorism	**Location#1:** Behind the shelf right next to the piano	**Location#2:** In the refreshment area, toward the rear of the plane
12 .Crash Site - Confrontation	**Location#1:** Right behind the Presidential Clone, inside the cave	**Location#2:** Right alongside Elvis' spacecraft (within 20ft. of the ship)
13. Pelagic II - Exploration	**Location#1:** Inside the room with Moon Pool lift controls (on crate)	**Location#2:** Right next to the GPS room, on top of the helipad
14. Deep Sea - Nullify Threat	**Location#1:** Located near the dead guard, at the dead end (far left)	
15. Carrington Institute- Defense	**Location#1:** In the basement, past the third sentry turret	**Location#2:** On the second floor, to the left of the elevator
16. Attack Ship - Covert Assault	**Location#1:** On the navigation deck, in the first room to the right (on table)	
17. Skedar Ruins- Battle Shrine	**Location#1:** Across ravine, at the end of the tunnel, near the crack in the wall	**Location#2:** Behind the only cracked obelisk, directly across from pillar
18. Mr. Blonde's Revenge	**Location#1:** Dropped by a guard in the corner of the room (third floor)	**Location#2:** On the first floor, alongside the glass elevator (in corner)
19. Maian S.O.S. **20. War!** **21. The Duel**		

**Levels 19-21 do NOT contain any Shields on ANY difficulty level. It's unfortunate, but true!*

Ever wonder which ammo works with which weapons? How many different ammo types are there? Use the chart below as your guide.

AMMO BREAKDOWN

SOLO MISSIONS

Ammo Type I

- Falcon 2
- Falcon 2 (silenced)
- Falcon 2 (scope)
- MagSec 4
- Mauler
- Phoenix
- PP9i
- CC13

Ammo Type II

- CMP150
- Cyclone
- Callisto NTG
- RCP-120
- Laptop Gun
- KLO1313
- ZZT (9mm)
- DMC
- RC-P45

Ammo Type III

- Dragon
- K7 Avenger
- AR34
- SuperDragon
- Sniper Rifle
- KF7 Special
- AR53

Ammo Type IV

- Rocket Launcher
- Slayer

Ammo Type V

- DY357
- DY357-LX

Specialty Ammo

- Shotgun
- Reaper
- FarSight XR-20
- Devastator
- Crossbow
- Psychosis Gun
- Tranquilizer

**These guns all use their own separate "special" types of ammunition*

THE CHEATS

SOLO MISSIONS

This is a complete breakdown of all the cheats as they appear in the menu for Perfect Dark. First comes the cheat itself, then the corresponding mission where you earn it, followed by the difficulty and then finally the target time.

CHEAT	LEVEL	DIFFICULTY	TARGET TIME
• Fun			
1 DK Mode	Chicago - Stealth	★☆☆	Complete
2 Small Jo	G5 Building - Reconnaissance	★☆☆	Complete
3 Small Characters	A51 - Infiltration	★☆☆	Complete
4 Team Heads Only	Air Base - Espionage	★☆☆	Complete
5 Play As Elvis	A51 - Rescue	☆	7:59
6 Slo Mo Single Player	dataDyne - Investigation	★☆☆	Complete
• Gameplay			
1 Invincible	A51 - Escape	★	3:50
2 Cloaking Device*	G5 Building - Reconnaissance	★	1:40
3 Marquis of Queensbury Rules	dataDyne - Defection	☆	1:30
4 Jo Shield	Deep Sea - Nullify Threat	★☆☆	Complete
5 Super Shield	Carrington Institute - Defense	★	1:45
6 Enemy Shields	Carrington Institute - Defense	★☆☆	Complete
7 Enemy Rockets	Pelagic II - Exploration	★☆☆	Complete
8 Perfect Darkness	Crash Site - Confrontation	★☆☆	Complete
• Weapons for Jo in Solo			
1 Rocket Launcher	dataDyne Central - Extraction	★☆☆	Complete
2 Sniper Rifle	Carrington Villa - Hostage One	★☆☆	Complete
3 SuperDragon	Area 51 - Escape	★☆☆	Complete
4 Laptop Gun	Air Force One - Anti-Terrorism	★☆☆	Complete
5 Phoenix	Attack Ship - Covert Assault	★☆☆	Complete
6 Psychosis Gun	Chicago - Stealth	☆	2:00
7 Trent's Magnum	Crash Site - Confrontation	★	2:50
8 FarSight XJ-20	Deep Sea - Nullify Threat	☆	7:27
• Classic Weapons for Jo in Solo			
1 PP9i	Firing Range (C. Institute)	☆	3rd Weapon
2 CC13	Firing Range (C. Institute)	☆	8th Weapon
3 KLO1313	Firing Range (C. Institute)	☆	12th Weapon
4 KF7 Special	Firing Range (C. Institute)	☆	17th Weapon
5 ZZT 9mm	Firing Range (C. Institute)	☆	23rd Weapon
6 DMC	Firing Range (C. Institute)	☆	32nd Weapon
7 AR53	Firing Range (C. Institute)	☆	29th Weapon
8 RC-P45	Firing Range (C. Institute)	☆	27th Weapon
• Weapons			
1 Classic Sight	dataDyne - Defection	★☆☆	Complete
2 Unlimited Ammo - Laptop Gun	Air Force One - Anti-Terrorism	☆	3:55
3 Hurricane Fists*	dataDyne Central - Extraction	★	2:03
4 Unlimited Ammo	Pelagic II - Exploration	☆	7:07
5 Unlimited Ammo (No Reloads)	Air Base - Espionage	☆	3:11
6 X-Ray Scanner	Area 51 - Rescue	★☆☆	Complete
7 R-Tracker / W. Cache Location*	Skedar Ruins - Battle Shrine	★☆☆	Complete
8 All Guns in Solo*	Skedar Ruins - Battle Shrine	☆	5:31
• Buddies			
1 Velvet Dark	N/A	Available by Default	N/A
2 Pugilist	dataDyne - Investigation	☆	6:30
3 Hotshot	Area 51 - Infiltration	☆	5:00
4 Hit and Run	Carrington Villa - Hostage One	☆	2:30
5 Alien	Attack Ship - Covert Assault	☆	5:17

*Any of the cheats with an asterisk can also be unlocked by simply inserting the GameBoy (R) Perfect Dark game into the Transfer Pak, loading them into the controller pak, and then entering and exiting the menu

Listed below are the target times, followed by the actual cheats themselves. Just like that other popular FPS from Rare, they follow a distinct pattern.

TARGET TIMES
SOLO MISSIONS

MISSION	TARGET TIME/CHEAT EARNED		
	Agent	Special Agent	Perfect Agent
1 **dataDyne** - Defection		1:30 - Marquis of Queensbury Rules	
2 **dataDyne Research** - Investigation			6:30 - Pugilist
3 **dataDyne Central** - Extraction	2:03 - Hurricane Fists		
4 **Carrington Villa** - Hostage One		2:30 - Hit and Run	
5 **Chicago** - Stealth			2:00 - Psychosis Gun
6 **G5 Building** - Reconnaissance	1:40 - Cloaking Device		
7 **Area 51** - Infiltration		5:00 - Hotshot	
8 **Area 51** - Rescue			7:59 - Play As Elvis
9 **Area 51** - Escape	3:50 - Invincible		
10 **Air Base** - Espionage		3:11- Unlimited Ammo (No Reloads)	
11 **Air Force One** - Anti Terrorism			3:55 - Unlimited Ammo (Laptop Gun)
12 **Crash Site** - Confrontation	2:50- Trent's Magnum		
13 **Pelagic II** - Exploration		7:07 - Unlimited Ammo	
14 **Deep Sea** - Nullify Threat			7:27 - FarSight XJ-20
15 **Carrington Institute** - Defense	1:45 - Super Shield		
16 **Attack Ship**- Covert Assault		5:17 - Alien	
17 **Skedar Ruins** - Battle Shrine			5:31 - All Guns in Solo

18 **Mr. Blonde's Revenge**
19 **Maian SOS**
20 **WAR!**
21 **The Duel**

**The last four "Special Assignments" DO NOT have Target Times, nor do they have any special cheats or secrets to unlock. All Solo Mission cheats are unlocked using the standard 17 missions in the game.*

Other Important Solo Mission Secrets/Info

THE DUEL

See our "Carrington Institute Section for more info!

The Duel is your reward for completing ALL of the various training tasks inside of the Carrington Institute (a.k.a. your "overworld map"). Listed below are the three areas you'll have to complete, along with the specific tasks inside each one of them. When you finally complete ALL of the listed tasks, look for The Duel to appear as the 21st level inside the Solo Missions menu.

- **Device Training**
  Complete all **10** training sessions
- **HoloTraining (VR, Hand to Hand)**
  Complete all **7** stages
- **Weapons Training (Firing Range)**
  Earn gold medals with all **32** weapons

PERFECT DARK MODE

You'll earn the super secret "fourth difficulty level" when you beat all 17 regular Solo Missions on all three of the available difficulty levels. It's actually very similar to the infamous "007 Mode" from GoldenEye 007, where you could adjust various enemy attributes (as shown below).

- **Enemy Health**
  From **10%** to **1000%**
- **Enemy Accuracy**
  From **10%** to **1000%**
- **Enemy Damage**
  From **10%** to **1000%**

Just who out there thinks they can beat the entire game with all enemy attributes set too 1000%?

SINGLE & MULTIPLAYER CHEATS?

Ever wonder which cheats work in both the Solo Missions and the Multiplayer mode? Here's your complete list!

- **DK Mode**
- **Small Jo**
- **Small Characters**
- **Team Heads Only**
- **Invincibility**
- **Cloaking Device**
- **Jo Shield**
- **Super Shield**
- **Perfect Darkness**
- **Classic Sight**
- **Unlimited Ammo - Laptop Gun**
- **Hurricane Fists**
- **Unlimited Ammo**
- **R-Tracker / Weapon Cache Locations**
- **Unlimited Ammo - No Reloads**

THE CHEATS IN DETAIL

Read this page if you want descriptions of the built-in cheats. Shown is a quick synopsis of each cheat (broken down by section), with some of them being more heavily commented than others.

Category 1: Fun

This section is comprised of cheats that are just too weird to include in any other section. We mean "weird" in a good way.

❶ DK Mode (Donkey Kong Mode)
A fun cheat that enlarges enemies' heads and elongates their arms to resemble those of monkeys. We know quite a few people who get a big kick out of monkeys, and we're absolutely positive that they'll have the time of their lives with this cheat.

❷ Small Jo
Exactly as it sounds, this cheat makes Joanna about HALF the size of her normal self. This one is fun, if you like action figures.

❸ Small Characters
If you're tired of being the only one shrunk down to the size of an action figure, why not throw on this cheat and play G.I. Joe Perfect Dark style. This makes for some fun shootin', we say.

❹ Team Heads Only
All of the enemies' heads will be replaced by the development team from rare. Now's your chance to get 'em back for making this game so gosh darn hard!

❺ Play As Elvis
Another cheat that doesn't take a genius to figure out, this one lets the player go through the Solo Missions as Elvis, instead of Joanna. Kinda neat, but with an annoying voice like Elvis, maybe not.

❻ Slo-Mo Single Player
If you want to bring the game speed down to about 25% of it's normal pace, then this is the cheat for you. If you're like the rest of us and wish there were a "Hyper-Fast-Super-Ninja-Mode" cheat, then you'll probably hate every minute of it.

Category 2: Gameplay

Most of the cheats in this section dramatically change the way the game is played — whether it be Invincibility or otherwise, it just doesn't matter.

❶ Invincible
Invincibility is on the top of everyone's list, especially since certain levels can become quite difficult on Perfect Agent. The cheat works exactly as it sounds, making Joanna invincible to all attacks.

❷ Cloaking Device
Ever wish that you could sneak through each of the levels practically invisible, creeping from corner to corner taking out guards before they even knew what hit them? That's what this cheat is all about, granting Joanna 120 seconds of Cloak. *(Combine it with infinite ammo to get unlimited cloak!)*

❸ Marquis of Queensbury Rules
This cheat turns every single enemy in the game into a weaponless wonder, forcing them to engage Joanna in the forgotten art of bare-knuckle combat. Just who is the Marquis of Queensbury? Somebody who doesn't like guns, we guess.

❹ Jo Shield
If you don't have the Invincibility cheat, this is probably your next best bet. With this cheat turned on, Joanna will begin every level with a fully powered Shield.

❺ Super Shield
If the regular Shield isn't helping enough, try turning this cheat on to get a super-powered version. It handles around 200-300% more damage before disappearing.

❻ Enemy Shields
Just like the Jo Shield cheat, except now all of the enemies on every single stage will begin with a Shield. So if your friends regularly call you the "Super Game Master," why not try to complete the game on Perfect Agent with this cheat turned on. We bet you can't do it!

❼ Enemy Rockets
Much like the cheat from GoldenEye 007, this cheat equips all enemies with a Rocket Launcher. Why ANYONE would want to do this is beyond our comprehension.

❽ Perfect Darkness
If you're like us and wish that there were more Night Vision sequences in the game, then this cheat is right up your alley. Just turn it on and you'll have to finish every level in complete and utter darkness... with the Night Vision goggles of course.

Category 3: Weapons for Jo in Solo

When activated, the following cheats equip Joanna with the respective weapon at the beginning of each mission. No explanation necessary!

❶ Rocket Launcher
❷ Phoenix
❸ Sniper Rifle
❹ Psychosis Gun
❺ SuperDragon
❻ Trent's Magnum
❼ Laptop Gun
❽ FarSight XR-20

Category 4: Classic Weapons for Jo in Solo

These cheats work just like the standard weapons, except all of these are from the original N64 game, GoldenEye 007. Woohoo!

❶ PP9i *(PP7 in GoldenEye)*
❷ CC13 *(DD44 in GoldenEye)*
❸ KLO1313 *(Klobb in GoldenEye)*
❹ KF7 Special *(KF7 in GoldenEye)*
❺ ZZT 9mm *(ZMG 9mm in GoldenEye)*
❻ DMC *(D5K in GoldenEye)*
❼ AR53 *(AR33 in GoldenEye)*
❽ RC-P45 *(RC-P90 in GoldenEye)*

Category 5: Weapons

All of the cheats in this section change some of Joanna's equipped weapon properties. This section SHOULD be labeled "Weapon Options."

❶ Classic Sight
Remember the good old fashioned crosshair from GoldenEye 007? Well, if you were a fan of it, now you can turn on this cheat and have it active for every single weapon.

❷ Unlimited Ammo - Laptop Gun
Good for setting up sentry turrets, just let the Laptop pummel away at enemies while you sit back and see just how LOW you can make the frame rate go. We got it down to like, what... 6 frames per second?

❸ Hurricane Fists
Joanna's fists turn into deadly weapons, attacking ten times faster than her standard fists. We call her the new and improved "Crazy Kung-Fu Joanna" as she stupefies enemies with her digital dexterity.

❹ Unlimited Ammo
With this cheat equipped, all of Joanna's weapons have infinite ammo. "Try running away from this, PAL!"

❺ Unlimited Ammo (No Reloads)
Just like the cheat above, without reloads. This makes sure that Joanna is always firing, and she never stops for even a millisecond. It gets a cheese factor of TEN, but it is kinda fun in its own way.

❻ X-Ray Scanner
More of an item than a weapon, this cheat gives the X-Ray Scanner to Joanna at the start of every level.

❼ R-Tracker/ Weapon Cache Location
Use this to find any of the hidden weapons you may have missed while completing any of the solo missions. They'll appear on your R-Tracker (in the upper right corner of your screen) as a blue dot. Pretty cool stuff.

❽ All Guns in Solo
The grandfather of all cheats, this one gives Joanna EVERY SINGLE weapon in the game. It even equips her with doubles, when applicable.

Category 6: Buddies

Buddies are what you can use if you choose to play the co-operative missions. There are a total of 5 different buddies to unlock.

❶ Velvet Dark
Velvet Dark is an average sim at best, packing a Falcon 2.

❷ Pugilist
The Pugilist doesn't use weapons, only fists. He's actually more like a "Kung-Fu sidekick" than anything else.

❸ Hotshot
A Carrington Institute guard who packs a DY357 and a DY357-LX, Hotshot doesn't mess around.

❹ Hit and Run
A Mr. Blonde look-alike packing a K7 Avenger. He's tough, and his aim is top notch, but he still lags behind when you need him most.

❺ Alien
The Alien is actually one of Elvis' friends, equipped with an RCP-120. Definitely the best of the Buddies.

This page is your reference for every single hidden weapon in the game. Use the page numbers underneath each level to find methods on how to acquire each of them.

SECRET WEAPONS REFERENCE CHART

Level	Weapon 1	Weapon 2
1. dataDyne - Defection *See page: 17*	Laptop Gun	Falcon 2 (silenced) (x2)
2. dataDyne Research - Investigation *See page: 20*	CMP150 (x2)	Proximity Mine
3. dataDyne Central - Extraction *See page: 25*	Dragon	DY357 Magnum
4. Carrington Villa - Hostage One *See page: 28*	Devastator	CMP150 (x2)
5. Chicago - Stealth *See page: 32*	BombSpy	Falcon 2 (scope) (x2)
6. G5 Building - Reconnaissance *See page: 36*	Crossbow	N-Bomb
7. Area 51 - Infiltration *See page: 40*	MagSec 4 (x2)	N/A
8. Area 51 - Rescue *See page: 44*	Falcon 2 (silenced) (x2)	Phoenix
9. Area 51 - Escape *See page: 48*	Remote Mine	Falcon 2 (scope) (x2)
10. Air Base - Espionage *See page: 52*	DY357 Magnum (x2)	Proximity Mines
11. Air Force One - Anti-Terrorism *See page: 57*	Cyclone (x2)	N/A
12 .Crash Site - Confrontation *See page: 61*	DY357-LX	Proximity Mine
13. Pelagic II - Exploration *See page: 63*	Falcon 2 (silenced) (x2)	N/A
14. Deep Sea - Nullify Threat *See page: 68*	Proximity Mine	N/A
15. Carrington Institute- Defense *See page: 71*	Devastator	N/A
16. Attack Ship - Covert Assault *See page:78*	Mauler (x2)	N/A
17. Skedar Ruins- Battle Shrine *See page: 82*	Phoenix (x2)	N/A
18. Mr. Blonde's Revenge *See page: 87*	CMP150 (x2)	N/A
19. Maian S.O.S. *See page: 91*	Psychosis Gun	DY357-LX (x2)
20. War! **21. The Duel**	**Levels 20-21 do NOT contain any Secret Weapons on ANY difficulty levels. It's unfortunate, but true!*	

THATDIRTYCHEESE!

What the heck?

If you really start to scour the Solo-Missions from top to bottom, you'll find begin finding random pieces of cheese hidden in various locations. They are hidden only ONE per level, and are marked accordingly on our standard Solo-Mission walk-through pages.

What do they do when you find them?

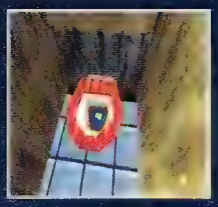
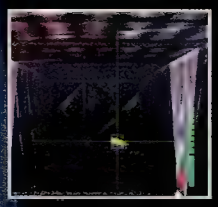
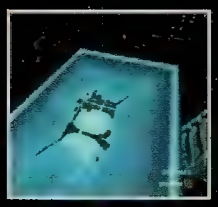
Nothing! They just sit there and act cheese-like!

What is the "true" meaning of cheese?

It was said that their original purpose was to be an alternate way of unlocking the "Target Time" cheats. Rare ran out of time in their development cycle, and was forced to take this process out at the last minute. So basically, they don't do anything.

Is it cheddar or swiss?

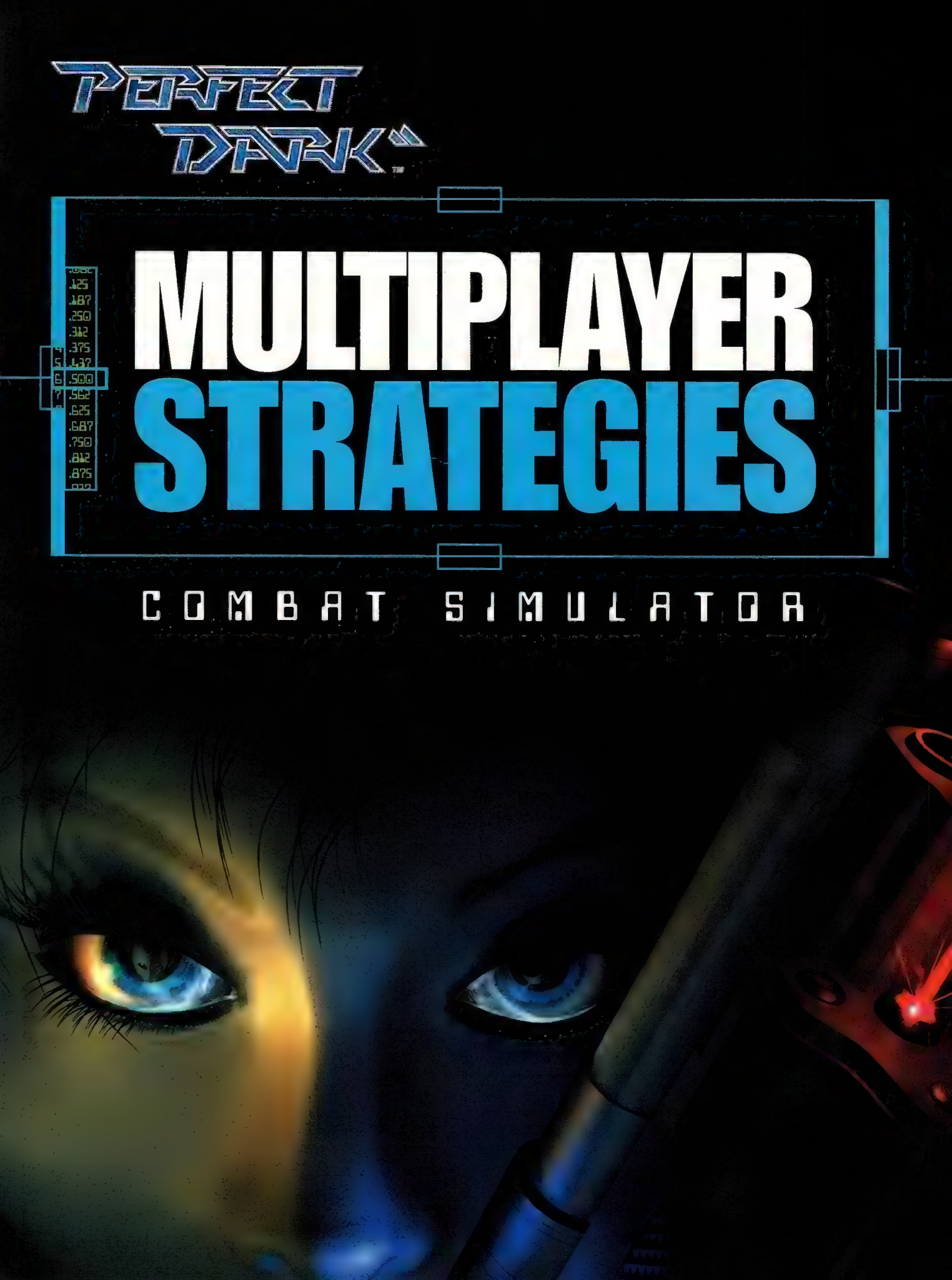
That's something for you to decide.

PERFECT DARK

MULTIPLAYER STRATEGIES

COMBAT SIMULATOR



How to Use Our Map Analysis

It's tough to get super detailed on the map-by-map strategies themselves, since most of the info would heavily rely on the skill level of your opponents. So instead, we focused on bringing you the raw data for the multiplayer arenas, giving you that extra edge when you go into tournaments and the like. Here are the three main areas for which we focus:

❶ Player Re-spawn Points
❷ Weapon Slot Locations
❸ Points of Interest

Player Re-spawn Points

A re-spawn point is the exact location that a player will appear after they've been killed. These points are in permanent locations on all 16 maps, marked clearly by a ☼ icon. The order in which you appear in one of the many re-spawn points is random, but once you begin to learn the maps you'll get a better grasp of where to look. The real key is to catch another player who has just re-spawned only moments ago. When you do, they usually don't have any weapons or Shields to defend themselves. Do you see the advantage yet?

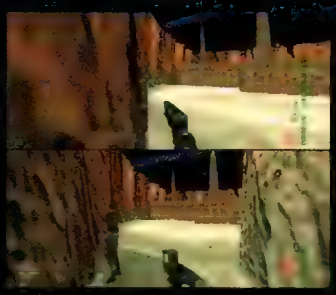
The Weapon Slot System

Here is the quick and dirty explanation how to use the weapon slot system in Perfect Dark.

- **There are a total of SIX different weapon slots per map.** Slots one through four appear a minimum of two times per map, while slots five and six usually only appear once.
- **As you go from slot one to slot six, weapons become harder to find.** And as they get harder to find, they become more powerful (with presets).
- **Use our maps to find all of the weapon slot locations for each map (labeled by number).** This way, you'll know where to find rare weapons when playing tournament games.
- **With your own "Custom" weapon slot configurations, you may want to consider the following set of rules:** For a well-balanced and strategic game, it would be moronic to put a weapon like a SuperDragon in slot one. It would be a frag fest for sure, but then again there wouldn't be much strategy involved. Instead, you'll want to put something like the Falcon 2 in slot one, and then put the SuperDragon in slot five or six.
- **A Shield or Cloaking Device should always be left in slots five or six.** They're just too powerful to put anywhere else.

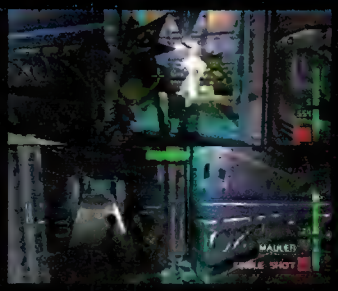
Co-Operative Play

The Co-operative game works exactly like the single player game, but with the help of a human (or Simulant) at your side. (See the Cheats section for a list of all five Buddies and how to unlock them). You should know that when you unlock levels in co-op, they ALSO unlock levels in the standard Solo-Missions. Nice!



Counter-Operative Play

Like the co-operative game, Counter-Operative lets you play the solo-missions split screen with a friend—except this time they won't be taking the role of your "Buddy." Instead, they'll take over the bodies of enemies throughout the mission—all trying to stop Joanna from completing her objectives in any way possible.



Multiplayer Ranking System

Every time you play a multiplayer game with your custom character, you'll have a chance to save your stats to a controller pak (or the game itself). As you play more and more games, your character will slowly evolve, raising your rank according to how well you've been playing. The rank isn't based on any one specific attribute though — it's actually a conglomeration of every single attribute on the list. So basically, your rank will go up as as you shoot more rounds, earn more medals, increase your walking distance, get more kills, etc. And before you ask... NO, your rank cannot go down once it's been established.

Here is a complete list of all 21 player rankings (in order from best to worst):

1.) Perfect
2.) Near Perfect
3.) Invincible
4.) Elite
5.) Lethal
6.) Assassin
7.) Killer
8.) Deadly
9.) Dangerous
10.) Professional
11.) Veteran
12.) Expert
13.) Special Agent
14.) Star Agent
15.) Agent
16.) Trooper
17.) Novice
18.) Rookie
19.) Amateur
20.) Trainee
21.) Beginner

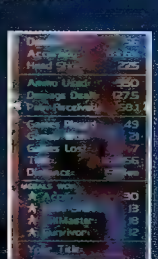
Here are the four different medals you can earn for every match:

Accuracy
Given to the most accurate player

KillMaster
Given to the player with the most kills

Head Shot
Given to the player with the most head shots

Survivor
Given to the player who survived the longest (with one life)



Multiplayer Awards

When you complete a match, you'll earn some (rather generic) awards for your style of play. Some are more admirable than others, depending on how you look at them. Sometimes it's good to be dishonorable, right?

Most Deadly: You've scored the most kills using whatever techniques you can. You get kills before players even know they're in the game. Pure evil!
Most Harmless: Usually given to the player with the least amount of kills.If it's a one on one, it usually gives this award opposite of Most Deadly.
Most Professional: You play by the book, scoring head shots like a well trained assassin.
Most Cowardly: You run away when you should be staying to finish the job. You coward!
Most Honorable: You never shoot people in the back, or lay dirty traps. An honorable man in a game of deathmatch? What the?
Most Dishonorable: You enjoy shooting people in the back and watching them writhe in pain. This award works in tandem with "Most Deadly."
Longest Life: You make good use of each time you re-spawn with a fresh character. You're a survivor, man!
Shortest Life: Get a gun, die. Get a gun, die. Do you see a pattern?
Most Frantic: You're a mover and a shaker, never stopping to sit in one spot for more than a second.
Most Suicidal: You enjoy falling in pits, and blowing yourself up. Nice!
Best Protected: If there is a Shield on the map, you're the one who picks 'em all up. The equivalent of the AC-10 award from GoldenEye 007.
Least Shielded: You haven't picked up even one or two Shields during the duration of the match. Have you read our guide?
Marksmanship: Your accuracy rivals that of the legendary Robin Hood, except you're using bullets instead of arrows. Oh yeah, and you're shooting at people instead of apples.
Who needs ammo?: You ran out of ammo during firefights, and never bothered to pick more up. Shame on you, amateur!
Double Kill: You killed two opponents at once.
Triple Kill: Amazingly, you killed three opponents at once.
Quad Kill: You killed four people at once — a mighty fine deed!

MULTIPLAYER CHALLENGES

HELPFUL TACTICS

With these strategies, you should be able to blow right through this mode and earn all of the secrets!

General Info

The multiplayer challenges are where you'll get to unlock all of Perfect Dark's multiplayer options. Work your way from Challenge one to Challenge 30, and you'll have every single option that the game has to offer. It doesn't matter how many stars you earn on a given challenge (all it takes is one star in any slot to move on to the next challenge), or how many times you fail the challenge before you finally pass. This section of the game is actually very, very easy once you apply these little tricks that we've conjured up for you. *(And NO, you don't get anything special for unlocking all four stars).*

Info Key

Stars: Represent the number of RECOMMENDED players to use for each challenge
Arena: What map the challenge will be played on
Scenario: What type of game mode will be used (i.e. Combat, King of the Hill)
Kill/Hill/Case/Upload Limit: Check to see if it changes from 1P, 2P, 3P, and 4P
Time Limit: How long you have to complete the challenge
Sim Type: This is the difficulty level of the Sims you'll be fighting
# of Sims: Check to see how many Sims are added for 1P, 2P, 3P, and 4P
Weapon of Choice: This is the weapon you should fight for
Strategy: The simple strategy to complete the challenge.

Challenge 1 ★★★★

Arena: Skedar
Scenario: Combat
Kill Limit: 4, 8, 10, 12
Time Limit: 5 min.
Sim Type: Meat
# of Sims: 1 & 2P/1 Sim, 3 & 4P/2 Sims
Weapon of Choice: N/A
Strategy: It's tough to lose this one if you pick up a CMP150 and camp the main room (with the four obelisks). Use your radar to actively hunt them down.

Challenge 2 ★★★★

Arena: Area 52
Scenario: Combat
Kill Limit: 6, 12, 15, 18
Time Limit: 5 min.
Sim Type: Meat
# of Sims: 1P/1 Sim, 2 & 3P/2 Sims, 4P/3 Sims
Weapon of Choice: Cyclone (x2)
Strategy: No need to even go for the Rocket Launcher. Instead, just grab double Cyclones and start shredding!

Challenge 3 ★★★★

Arena: Pipes
Scenario: Combat
Kill Limit: 8, 16, 20, 24
Time Limit: 5 min.
Sim Type: Meat
# of Sims: 1 & 2P/2 Sims, 3P/3Sim, 4P/4 Sims
Weapon of Choice: CMP150 (x2)
Strategy: Yet another slaughter, just run around with double CMP150s (on Follow-Lock) and you can't lose.

Challenge 4 ★★★★

Arena: Skedar
Scenario: King of the Hill
Hill Limit: 4, 8, 10, 12
Time Limit: 10 min.
Sim Type: Easy
# of Sims: 1P/1 Sim, 2 & 3P/2 Sims, 4P/3 Sims
Weapon of Choice: Dragon
Strategy: Learn where the hills spawn, and use the radar (extensively) to find the next hill.

Challenge 5 ★★★★

Arena: Complex
Scenario: Combat
Kill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Easy
# of Sims: 1P/1 Sim, 2P/2 Sims, 3 & 4P/3 Sims
Weapon of Choice: FarSight XR-20
Strategy: Get the FarSight, hide in a nice corner somewhere (anywhere) and begin using the Target Locator to dial in on the Sims.

Challenge 6 ★★★★

Arena: Area 52
Scenario: Hold the Briefcase
Case Limit: 6, 6, 6, 6
Time Limit: 10 min.
Sim Type: Meat
# of Sims: 1P/3 Sims, 2, 3& 4P/4 Sims
Weapon of Choice: CMP150/Shield
Strategy: Grab the briefcase, then camp the Shield re-spawn. You will always be fully shielded, but the Sims won't be able to get near you (if you protect it with the CMP150).

Challenge 7 ★★★★

Arena: Warehouse
Scenario: King of the Hill/One-Hit Kill
Hill Limit: 5, 10, 12, 15
Time Limit: 10 min
Sim Type: Easy
# of Sims: 1P/1 Sim, 2, 3 & 4P/2 Sims
Weapon of Choice: Cyclone/Shield
Strategy: Keep the Cyclone on primary mode (to get a nice spray for one-hit kills), and use your radar to move to the next hill. Just camp the hill once you get ahold of it.

Challenge 8 ★★★★

Arena: Skedar
Scenario: Capture the Case
Case Limit: 9, 9, 9, 9
Time Limit: 10 min
Sim Type: Easy
# of Sims: 1P/1 Sim, 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: SuperDragon
Strategy: You get three points every time you capture their briefcase, so you only need to capture it three times to win. Grab a SuperDragon, and rush 'em!

Challenge 9 ★★★★

Arena: Ravine
Scenario: Combat/One-Hit Kill
Kill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Normal
# of Sims: 1 & 2P/1 Sim, 3 & 4P/2 Sims
Weapon of Choice: FarSight XR-20
Strategy: Once again, the cheesy FarSight XR-20 makes this challenge a joke. Try setting up a Laptop Sentry Turret next to the FarSight re-spawn. Then just switch to FarSight and camp the area. It's one-hit kills, so the 50 round clip (in the Laptop Sentry Turret) should be sufficient!

Challenge 10 ★★★★

Arena: Temple
Scenario: Hacker Central
Upload Limit: 3, 3, 3, 3
Time Limit: 10 min.
Sim Type: Easy
# of Sims: 1P/1 Sim, 2P/2 Sims, 3 & 4P/3 Sims
Weapon of Choice: Remote Mines
Strategy: Quickly search for the Data Uplink then scramble for the terminal. The upload takes 20 seconds, so watch your back for Sims. Keep Remote Mines equipped when you're not downloading, and use them with the instant detonation trick (A + B). They kill instantly!

Challenge 11 ★★★★

Arena: Complex
Scenario: King of the Hill
Hill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Normal/Hard (3-player)
# of Sims: 1P/1 Sim, 2P/2 Sims, 3 & 4P/4 Sims
Weapon of Choice: K7/Tranquilizer
Strategy: The Tranquilizer is great for confusing the crap out of the Sims. Just hit 'em a few times and watch them lose their orientation. When they are confused, they can't capture the hills. If they do get in your way, switch to K7 and finish them off.

Challenge 12 ★★★★

Arena: Skedar
Scenario: Slow-Motion Combat
Kill Limit: 3, 6, 7, 9
Time Limit: 10 min.
Sim Type: Hard
# of Sims: 1P/1 Sim, 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: SuperDragon
Strategy: Grab a SuperDragon and switch over to secondary mode (Grenades). Find a good camping spot, and watch your radar. This is one of the most annoying challenges because of the slow-motion, but at least it's simple when you use the right weapon.

Challenge 13 ★★★★

Arena: G5 Building
Scenario: Combat/One-Hit Kill
Kill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Normal
# of Sims: 1P/1 Sim, 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: Laptop Gun
Strategy: Although the Reaper looks like a tempting choice (since it's a new weapon and all), make sure you avoid it AT ALL COSTS! Trying to take down NormalSims with a Reaper is ridiculous — it just doesn't do enough damage per shot. Instead, be extra cheesy and set up a Sentry Turret right next to the Laptop re-spawn. Just camp the night away and the Sims will continue to walk right into it almost every time.

Challenge 14 ★★★★

Arena: Area 52
Scenario: Capture the Case
Kill Limit: 10, 10, 10, 10
Time Limit: 10 min.
Sim Type: Normal/Easy
# of Sims: 1P/2 Sims, 2P/4 Sims, 3P/5 Sims, 4P/6 Sims
Weapon of Choice: FarSight/Cloak
Strategy: This challenge is really nothing more than a one-two combo from the Cloak and the FarSight. Stay cloaked while you're infiltrating the base (remember that you can stack up time if you pick up multiple cloaks), then switch off as soon as you pick it up and run to your base. Make a little loop for yourself so that you pass through the Cloak re-spawn on the way back. You get two points per case.

Challenge 15 ★★★★

Arena: Grid
Scenario: Hold the Briefcase
Case Limit: 10, 10, 10, 10
Time Limit: 10 min.
Sim Type: Meat/Normal
# of Sims: 1P/2 Sims, 2P/3 Sims, 3P/4 Sims, 4P/5 Sims
Weapon of Choice: Devastator
Strategy: You can make this challenge a lot harder if you choose NOT to camp. If you're like us and just want to get through these challenges in the easiest way possible, nab a Devastator and hide in the room above the Shield (once you grab the briefcase, that is). Stand in the corner, and continue to lob grenades at both entrances. The Sims will never even get a chance to enter the room!

• Challenge 16 ★★★★

Arena: Felicity
Scenario: Combat/No Radar
Kill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Perfect
# of Sims: 1P/1 Sim, 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: SuperDragon
Strategy: This is when the challenges start to get frustrating. With no radar, your best bet is to secure a small room with the SuperDragon (or Proximity Mines). Since there is only one door, you can keep a close eye on it and wait out the 10 minute time limit. (This works when you score a quick frag immediately after starting the challenge. Don't camp the room unless you have at least one point).

MULTIPLAYER CHALLENGES
HELPFUL TACTICS

Challenge 17 ★★★★

Arena: Temple
Scenario: King of the Hill
Hill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Perfect
# of Sims: 1P/1 Sim, 2 & 3P/3 Sims, 4P/4 Sims
Weapon of Choice: AR34
Strategy: The Sims like to use Fly-By-Wire rockets when take hold of a hill, so make sure that you keep your eyes open (you can shoot the missiles to detonate them). Once you grab yourself an AR34, just rush the hills (using your radar) and take control. If you do see a rocket on your tail, just spin round and begin walking backwards. Get a good aim on the rocket, and let a few bursts of the AR34 take it out.

Challenge 18 ★★★★

Arena: Villa
Scenario: King of the Hill
Hill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Meat
# of Sims: 1 & 2P/2 Sims, 3P/3 Sims, 4P/6 Sims
Weapon of Choice: Tranq./Phoenix
Strategy: You'll need to find a Tranquilizer as soon as you start the match. If you don't pump the Maians full of sedative, they'll get perfect head shots on you every single time you encounter them. They key is to pump one up full of sedative, then blast him just enough so his Shield is gone. You want them to stay alive, but completely doped up so you can get about two hills while they recover.

Challenge 19 ★★★★

Arena: G5 Building
Scenario: Combat/Fast movement
Kill Limit: 10, 20, 25, 30
Time Limit: 10
Sim Type: Easy, Hard
# of Sims: 1 & 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: FarSight XR-20
Strategy: The FarSight XR-20 absolutely OWNS this map. Since the G5 Building is so small, you can just run to the FarSight re-spawn point (the key is to get there before the Sims do), then camp the room using the Target Locator. Periodically switch out and check your radar to make sure that they aren't closing in on you, and you'll take the win with ease.

Challenge 20 ★★★★

Arena: Sewers
Scenario: Combat/One-Hit Kill
Kill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Hard
# of Sims: 1P & 1 Sim/1 Sim, 2P & 2 Sims/2 Sims, 3P & 2 Sims/2 Sims, 4P & 2 Sims/3 Sims
Weapon of Choice: Mauler / MagSec 4
Strategy: The key to this challenge is making sure to take advantage of your teammate Sims. Command them to "Follow," then closely watch where they point their gun. (The Sims have a very cheesy tracking device that keeps them lined up with the enemy at all times. Just keep an eye on where they're pointing, and you'll know exactly where the enemy Sims are located).

Challenge 21 ★★★★

Arena: Grid
Scenario: Hacker Central
Upload Limit: 10, 10, 10, 10
Time Limit: 10 min.
Sim Type: Hard
# of Sims: 1P/1 Sim, 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: Callisto NTG
Strategy: This challenge is easy if you stay patient and use the first minute to get stacked up with items and weapons. Build up some Callisto NTG ammo, and a good supply of Cloaking Devices. Let the Sim get a few points — it won't matter. Once you have enough cloak, just take over the Data Uplink area and the Sim won't attack you!

Challenge 22 ★★★★

Arena: Base
Scenario: Hold the Briefcase/One-Hit Kill
Case Limit: 10, 10, 10, 10
Time Limit: 10 min.
Sim Type: Normal
# of Sims: 1P/2 Sims, 2 & 3P/3 Sims, 4P/4 Sim
Weapon of Choice: K7 Avenger
Strategy: Since it's a one-hit kill scenario, you should just grab the case and find a good place to camp (anywhere with two entrances). Although it sounds lame and redundant, this strategy is the KEY to defeating those ever so frustrating PerfectSims. If you try to duke it out with 'em, you'll surely lose.

Challenge 23 ★★★★

Arena: Complex
Scenario: Combat/Slow motion
Kill Limit: 2, 4, 5, 6
Time Limit: 10 min.
Sim Type: Hard
# of Sims: 1 & 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: RC-P120
Strategy: Trying to run around and engage PerfectSims in slow-motion doesn't exactly scream efficiency. So as an alternative, we found it best to grab a Laptop Gun and place near the Shield up on the roof. Equip yourself with an RCP-120, and stay very close to your sentry turret.

• Challenge 24 ★★★★

Arena: Fortress
Scenario: Capture the Briefcase
Case Limit: 9, 9, 9, 9
Time Limit: N/A
Sim Type: Easy
# of Sims: 1 & 2P/4 Sims, 3 & 4P/6 Sims
Weapon of Choice: SuperDragon
Strategy: This map is HUGE, so you'll need to play it a few times to get your bearings and learn where to go (and use our maps). Grab a SuperDragon, and make sure that you stay on the upper half of the level. Each capture is worth three points, so you only need to score three times to win. (Use the sloped overhangs to go from base to base).

Challenge 25 ★★★★

Arena: Ravine
Scenario: Combat
Kill Limit: 10, 20, 25, 30
Time Limit: 3 min.
Sim Type: Hard
# of Sims: 1P/2 Sims, 2P/3 Sims, 3P/4 Sims, 4P/5 Sims
Weapon of Choice: FarSight XR-20
Strategy: Well looky here, another challenge that depends on whether or not you get the FarSight? Grab one quick before you dash for a Cloaking Device. Get a few quick frags, then camp the Cloaking Device until the three minute time limit expires. It's all about the cheese tactics!

Challenge 26 ★★★★

Arena: Ruins
Scenario: King of the Hill
Hill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Hard
# of Sims: 1P/2 Sims, 2 & 3P/4 Sims, 4P/5 Sims
Weapon of Choice: Cyclone (x2)
Strategy: The Sims heavily rely on the Reaper, and are HORRIBLY cheap with it, scoring hit after hit even though its accuracy is in the dumpster. The trick is to get the jump on them by going for head shots during the spin-up delay on the Reapers. It's about a one second window so be fast!

Challenge 27 ★★★★

Arena: Sewers
Scenario: Hacker Central
Upload Limit: 10, 10, 10, 10
Time Limit: 10 min.
Sim Type: Perfect
# of Sims: 1P/1 Sims, 2P/2 Sims, 3P/3 Sims, 4P/4 Sims
Weapon of Choice: CMP150
Strategy: We found a nice little way to make the Sims freak out on this map. You need to kill the Sim from the get-go, then immediately run to the terminal and start downloading. One out of every five times, he'll freak out and just let you score ten consecutive uploads. Trust us!

• Challenge 28 ★★★★

Arena: Villa
Scenario: Capture the Briefcase
Case Limit: 9, 9, 9, 9
Time Limit: 10 min.
Sim Type: Dark
# of Sims: 1P/2 Sims, 2P/3 Sims, 3P/4 Sims, 4P/5 Sims
Weapon of Choice: AR34
Strategy: The easiest way to beat this challenge is just restart until you get a scenario with both briefcases very close to one another. Once you kill the Sim camping their base, quickly grab the briefcase and run it back and forth before they even notice what hit 'em (since it's such a short distance).

Challenge 29 ★★★★

Arena: G5 Building
Scenario: Combat
Kill Limit: 10, 20, 25, 30
Time Limit: 10 min.
Sim Type: Dark
# of Sims: 1P/2 Sims, 2P/3 Sims, 3P/4 Sims, 4P/5 Sims
Weapon of Choice: Dragon
Strategy: This difficulty of this challenge is at the point where it is almost gets boring to play. Not because the game sucks, but because the Sims are so incredibly cheap. They literally force you to camp in one spot for the entire 10 minute duration of the match (or until you score ten points). This (1) is where we chose to hide, but any room with only one or two exits should suffice. When they walk in (2), just gun 'em down!

Challenge 30 ★★★★

Arena: Skedar
Scenario: King of the Hill
Kill Limit: 10, 10, 10, 10
Time Limit: 10 min.
Sim Type: Dark
# of Sims: 1P & 1 Sim/2 Sim, 2P & 1 Sim/3 Sim, 3P & 1 Sim/4 Sims, 4P & 2 Sims/4 Sims
Weapon of Choice: Mauler
Strategy: Easily one of the toughest ventures in video game history, challenge 30 is borderline impossible!

(1) You'll want to set your Sim teammate on follow, so that when you capture a hill, you'll get two points instead of just one.

(2) Keep the Mauler on Charge-Up Shot, simply because you won't have time to hit them with more than one or two shots. If you miss with your fully charged shot, you're dead.

*The worst part is, you don't even get anything for finally completing it!

MULTIPLAYER SECRETS
COMPLETE BREAKDOWN

On the previous two pages we showed you HOW to beat the Challenges, and on the following two we show you WHAT you'll be getting as a reward!

Unlocking the Extra Stuff

Along with the standard things you'll unlock by completing the challenges (i.e. arenas, weapons, scenarios), there are a few extra things that don't quite fit in with the rest of the bunch. Here's the quick list of these options, along with a quick description of each.

Paintball Mode
• *Available by default*
Just like the Paintball mode from GoldenEye 007, all of your shots will be replaced by non-lethal paintballs. It's all just a game kids, it's all just a game...

No Radar
• *Available by default*
Taking the No Radar cheat from GoldenEye 007 and turning into a default option for Perfect Dark was the best move Rare could have ever made. Turn this option on to play the game the way it was meant to be played — without the annoying radar!

Fast Movement
• *Available by default*
Plays exactly like the standard game, but about 1.5X times the movement speed. Very sweet.

One-Hit Kills
• *Open challenge* 7
Replacing the infamous "License to Kill" mode from GoldenEye 007, this option lets you turn any weapon into a one-hit wonder.

Slow Motion
• *Open challenge* 12
Exactly like the title sounds, this option lets you play the multiplayer game in slow motion.

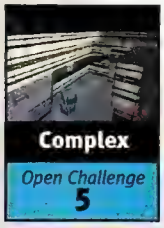
Unlocking the Arenas

The arenas unlock as you encounter them in the challenges, with only THREE arenas being available as default maps (when you power on your system). The order listed below is the order you would unlock them if you played through the challenges in the standard order.

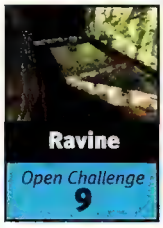
Skedar
Available by Default

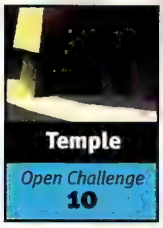
Area 52
Available by Default

Pipes
Available by Default


Complex
Open Challenge **5**

Warehouse
Open Challenge **7**


Ravine
Open Challenge **9**


Temple
Open Challenge **10**

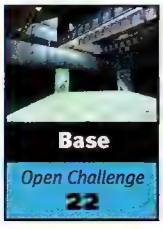
G5 Building
Open Challenge **13**

Grid
Open Challenge **15**

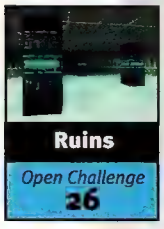
Felicity
Open Challenge **16**

Villa
Open Challenge **18**

Sewers
Open Challenge **20**


Base
Open Challenge **22**

Fortress
Open Challenge **24**


Ruins
Open Challenge **26**

***Car Park**
After you complete **17** *challenges*

Unlocking the Scenarios

Scenarios unlock just like the rest of the secrets in multiplayer mode — as soon as you encounter them in the challenges themselves, you'll get 'em. Below is the list of all SIX scenarios along with a quick description of each.

Combat
• *Available by default*
This is your most basic, and probably most fun mode of play. Just kill everything that moves, and hope you have more points than anyone else.

King of the Hill
• *Available by default*
Players fight for control of a specific area, gaining points for holding the area for **20** seconds. *(As long as there is an enemy inside the zone, the timer will not count down toward your score).*

Hold the Briefcase
• *Open challenge* 6
Just grab ahold of the briefcase and hold it for as long as you can. You'll score a point for every **30** seconds you hold it. The camper's scenario!

Capture the Case
• *Open challenge* 8
This is exactly like a traditional capture the flag mode. Dash to the other team's base, grab their briefcase, and bring it back to your base to score.

Hacker Central
• *Open challenge* 10
Find the Data Uplink, then find the computer terminal. Use the Data Uplink (for **20** seconds), and you'll score two points.

Pop a Cap
• *Complete any* 12 *challenges*
Players take turns being "it." When you're "it," you need to try and stay alive while the other three players try to kill you. Survive for **60** seconds to earn one point. Conversely, if a player kills the person who is "it," they'll get two points.

Unlocking the Simulants

All of the personalities for the Sims will be available from the start (i.e. VengeSim, TurtleSim), but the difficulty at which they play will not. Check the list below for all SIX difficulty levels, and where to earn them.

MeatSim
• *Available by default*
Literally a chunk of meat, these guys are worthless.

NormalSim
• *Available by default*
A well rounded Sim but still makes mistakes.

PerfectSim
• *Open challenge* 16
Fast, perfect aim, and good technique. Very hard to beat.

EasySim
• *Available by default*
Just a step up from the MeatSim, these guys actually shoot back.

HardSim
• *Open challenge* 11
These feel the closest to a real human player. Not too cheap, and not too stupid.

DarkSim
• *Open challenge* 28
Absolute cheapness, the DarkSims are the most frustrating part of the game.

Unlocking the Weapons

The weapons also unlock as you open up new challenges. Check out the list below for the complete breakdown.

• **Available by default**
Falcon 2
CMP150
Sniper Rifle
DY357 Magnum
Dragon
Combat Knife
Cyclone
MagSec 4
Timed Mine
AR34
K7 Avenger
Shield
Rocket Launcher
Grenade
• **Open challenge 5**
FarSight XR-20
• **Open challenge 6**
Shotgun
• **Open challenge 7**
Falcon 2 (silenced)
• **Open challenge 8**
SuperDragon
• **Open challenge 9**
Laptop Gun
• **Open challenge 10**
Remote Mine
• **Open challenge 11**
Tranquilizer
• **Open challenge 12**
Falcon 2 (scope)
• **Open challenge 13**
Reaper
• **Open challenge 14**
Cloaking Device
• **Open challenge 15**
Devastator
• **Open challenge 16**
Proximity Mines
• **Open challenge 17**
Slayer
• **Open challenge 18**
Phoenix
• **Open challenge 19**
Combat Boost
• **Open challenge 20**
Mauler
• **Open challenge 21**
Callisto NTG
• **Open challenge 22**
Crossbow
• **Open challenge 23**
RC-P120
• **Open challenge 24**
DY357-LX
• **Open challenge 25**
N-Bomb

Unlock Every Character!

As you progress through the challenges, you'll begin to unlock new character models. The first 11 characters are available by default, after which they begin opening up at somewhat irregular intervals. Check out the chart below to see where you unlock them, cross referenced to the numbered picture on the right. *(Remember that you need only OPEN the challenge listed — not complete it).*

• Available by Default
01.) Joanna Combat
02.) Daniel Carrington
03.) Cassandra De Vries
04.) CI Male Lab Technician
05.) CI Female Lab Technician
06.) CI Soldier
07.) dataDyne Shock Trooper
08.) dataDyne Security
09.) dataDyne Infantry
10.) dataDyne Trooper
11.) Secretary

• Open Challenge 5
12.) dataDyne Female Guard

• Open Challenge 6
13.) Office Suit
14.) Office Casual

• Open Challenge 8
15.) Joanna Negotiator
16.) Negotiator
17.) dataDyne Sniper

• Open Challenge 9
18.) Trent Easton
19.) NSA Lackey

• Open Challenge 10
20.) Joanna Leather
21.) G5 Guard
22.) G5 Swat Guard

• Open Challenge 11
23.) Mr. Blonde
24.) Dinner Jacket (1)
25.) Dinner Jacket (2)
26.) Dinner Jacket (3)
27.) Dinner Jacket (4)

• Open Challenge 12
28.) Joanna Trenchcoat

• Open Challenge 13
29.) CIA Agent
30.) FBI Agent

• Open Challenge 14
31.) Joanna Lab Technician
32.) Area 51 Guard
33.) Area 51 Trooper
34.) Pilot
35.) Overalls

• Open Challenge 15
36.) Male Lab Technician
37.) Female Lab Technician
38.) dataDyne Lab Technician

• Open Challenge 16
39.) Biotechnician

• Open Challenge 18
40.) Elvis
41.) Maian
42.) Elvis (waistcoat)
43.) Maian Soldier

• Open Challenge 20
44.) Joanna Stewardess
45.) Air Force One Pilot
46.) Steward
47.) Stewardess
48.) Head Stewardess

• Open Challenge 21
49.) Joanna Arctic
50.) Alaskan Guard

• Open Challenge 22
51.) Joanna Party Frock
52.) Joanna Frock (ripped)
53.) Carrington Evening Wear
54.) The President
55.) Presidential Security

• Open Challenge 23
56.) NSA Bodyguard
57.) President's Clone

• Open Challenge 28
58.) Joanna Wet Suit
59.) Joanna Aqualung
60.) Pelagic II Guard

Off With Their Heads!

Not only can you customize your character by naming them and picking their character model, but you can also choose which head they receive! Simply go to the character selection screen, then press your analog stick up to access the "Heads" menu. The possibility for customization is near infinite! The fun really begins when you give your characters names!

Willy GreyBottom
An outcast from an Area 51 experiment lab, he's a real winner!

The SkirtMan
Tired of wearing suits, this former FBI agent feels more comfortable in a skirt.

ALL 60 CHARACTERS!

COMBAT TACTICS
MULTIPLAYER

All of the strategy in this section was developed on human players, but can also be used on Sims as well.

NOVICE

This section is for gamers who have never played a FPS (first person shooter) like GoldenEye 007, or Quake III Arena. Treat it like you'd treat a moves list in a fighting game — for without the moves, you'll have nothing to practice. Continue on with the Intermediate section when you feel you have a firm grasp of this information.

Circle Strafing

The core combat maneuver of a good deathmatcher, the circle strafe is basically the motion of continually circling around your opponent as you continue to fire in their direction. It's actually very easy, but practice makes perfect!

Camping

Camping is the act of staying in one place (usually near good items), and just waiting until other players cross your line of sight. In a free for all, you can expect people to team up against players who camp, especially if they are using the super cheesy weapons like the FarSight XR-20 or the Laptop Gun. During a team game however, this isn't something that's frowned upon. In fact, it's actually recommended! Camping is as old as the first person shooter itself, and is one of the staple tactics of any seasoned deathmatcher.

Looping

Instead of staying in one place (like camping), looping is the process of running from one good item to another, and then back again. Whatever enemies you encounter along the way are just taken as part of the loop, but will not stop you from continuing on your path. An example of a good loop would be to go from the SuperDragon to the Shield, and then back to the SuperDragon again. Not only will you be staying full on ammo and shields, but you'll also be keeping these items away from your opponents.

Manual Reloading

Instead of letting your magazines run dry, try to seek cover when the clip is near empty, then reload and get back into action when you're ready. Setting yourself up behind walls or pillars is a great way to take advantage of this technique.

Strafe Into Aim

During the Solo-Missions, this is an advanced tactic for sure. But during a multiplayer game, it's almost a necessity. You first need to master the art of prediction, and be aware of enemy locations at all times. Instead of manually aiming and adjusting your crosshair to hit enemies on both the X and Y axis (vertically and horizontally), why not limit your margin of error by only using one axis at a time. You see, if you can align your crosshair vertically, then you don't have to struggle with tracking the enemy on this axis. Now, you can just focus on strafing from side to side (horizontally), and increase your overall hit percentage tenfold!

Know Your Arenas

We're not talking about casually playing the level, picking up a few little things here and a few little things there. We're talking about more detailed aspects like player re-spawns (from our maps), weapon & item re-spawns (again, from our maps), and any other piece of relevant info that will help you get a better understanding of the level. Where do people usually go on a specific level? What are the high traffic areas? Which are the most out of the way weapon slots? It's a simple tactic, yet not many people actually take the time to make it effective. Be different and take the necessary steps to build up your knowledge of the maps themselves. You'll thank us later!

Movement Patterns

Stay frantic, and make sure not to let your strafing or faking patterns get predictable. The moment you start going up against the better players, your patterns will be easy to read, and quickly adjusted to. As long as you stay fresh with your strafing, moving, and general tactics, it will be much harder for your opponents to gauge your style of play.

INTERMEDIATE

This section is for those who have played FPS games like GoldenEye 007 and Quake, but still have the urge to learn more about general multiplayer tactics. If you manage to understand and master all of the techniques listed below, you'll probably do well against most seasoned players.

Guard the Shield!

Like the Body Armor in GoldenEye 007, the Shield is the one item that should be hoarded whenever possible. Camp it, guard it, eat it, or even shoot it (to render it useless if you already have one). Do whatever is necessary to keep it away from your opponents. A shielded enemy takes twice as much damage — which in return, gives them more time to damage you! No matter how much crap you get for being a Shield camper, remember to just keep a cool head and shrug it off. "Alas! I've got a Shield and you don't!"

Crouching Below Doors

As we all know, certain vertically opening doors can take forever to open (like on Area 52, for example). When milliseconds count, it's good to get the jump on your opponent by crouching down to look through the door. If you see someone through the crack, you'll have that extra split second to begin firing away at their kneecaps. On a One-Hit Kill scenario, this tactic is do or die!

Don't' Charge In With A Water Pistol!

While it's natural to want to be part of the action at all times, sometimes it's best if you analyze your current situation before charging into battle. If you're packing a Falcon 2 and your opponent has a SuperDragon, there's really not going to be a lot you can do. But if you had a CMP150 or a Cyclone, at least you'd be able to defend yourself. So what we're trying to tell you is that you should analyze different situations as they arise, but never, ever charge in with a wimpy weapon.

Falling Damage

Luckily, there is no penalty from falling off a ledge (at any height). Feel free to jump off those 100 foot ledges when you're in trouble. We think it's realistic, don't you?

Suicide Runs!

Remember that if you can take two or more players out on a suicide run, you'll come out ahead of the game. This is not something you'll do often, but if the situation presents itself, you're better off taking action instead of just sitting there! (Grenades are great for making suicide runs into large groups of players. Just pull the pin and charge right into the whole group).

To Fight or Run... That is the Question

Sometimes, duel situations will arise where neither player will be the clear cut winner. Circle strafing will occur, and damage will be inflicted, but neither player will be in control of the fight. This is when a touch of gamers intuition will guide you on your way! If you have an easy escape route, and you know of a Shield nearby, your best bet would be to run and get it. Other times, it may be to your advantage to try and stick it out, hoping that you'll waste your opponent before he wastes you. Just make sure to mix up your tactics and stay unpredictable.

Running Backwards While Shooting

Once you start getting comfortable with the levels (and the control of your character), it's time to start taking advantage of maneuvers that will score you extra points. Running backwards while shooting is one of those tips. (This tactic works hand in hand with the "Know Your Levels" tip).

Peeping and Crouching

These tactics aren't nearly as useful as they are in the Solo-MIssions, but they do work once in a while. To peek around corners, simply hold the R button and press C-Right or C-Left (depending on which way you want to peek). To use the crouch, hold R and press C-Down. To do a double-crouch, hold R and press C-Down twice.

ADVANCED

Now you're the master of all things FPS, so it's time to get into some Perfect Dark-specific strategies. Below we list the tactics that separate Perfect Dark from other FPS games. Master this section to be the true Perfect Dark ninja!

Disarm Your Friends For Weapons

If you're playing a small level during a team game, and you just can't seem to get a hold of a good weapon, why not give a holler to your teammate and tell him you want one of his weapons! Immediately switch to "Disarm," then quickly grab the weapon and start busting heads!

Double Weapons

Unlike GoldenEye 007, there are two ways that you can pick up double weapons in multiplayer:

❶ Pick up a the same weapon from TWO DIFFERENT spawn points, and you'll have doubles.

❷ Pick up one weapon, then find an enemy who has that very same weapon. When you kill that opponent, pick up his weapon and you'll have doubles.

**You cannot just hover by one spawn point and hope to get two of the same weapon.*

Weapons/Item Re-Spawns

Weapons and items have **20 second** re-spawns, so it's very important to do an effective job in keeping track to which weapons will be appearing at which times. Do whatever is necessary to make a mental clock, and keep track of the more powerful items on any given map (i.e. Shield, FarSight).

Shooting Players Weapons/Projectiles

Everyone knows that you can shoot the weapons out of your enemies hands and pick them up, right? But did you also know that you can destroy certain items when players are holding them? Things like Grenades, Mines, or even N-Bombs can be destroyed by a few well placed shots. This also works with rockets of all types, once they've left the rocket launcher itself.

Picking Up the Scraps

If you know of two (or more) enemies that are engaged and are near death, try to creep up on them and kill them all before they even know what hit 'em! Players will call you cheap (among other things), but you can just come right back at them and point to the scoreboard on-screen. "Who's winnin' now, baby?" This technique is as old as it is cheesy, but it works!

**This technique is most useful when fighting with eight players or more.*

Watching Other Players Screens

Ahh, you almost knew we would throw this one in here somewhere, didn't ya? Watching other players screens isn't something you should be doing ALL of the time, but it doesn't hurt to check and see what they're up to every once in a while. You can pretty much count on the fact that they'll be doing it to you, so do yourself a favor and use this tactic without remorse!

**Important Update: As a new feature to Perfect Dark, Rare has added an "Anti-Watching" tactic to the multiplayer game. Just double-crouch, and then hold R and press C-Down. Your screen will black out and you'll be impossible to track! Talk about useful — thanks Rare!*

Use Weapons That Penetrate Doors!

There are only a few weapons that can do it (besides explosives), but using weapons that penetrate doors is as simple as it is effective. Just make sure you're not shooting at a friendly on the other side! Below is the list, along with the function that penetrates (either primary or secondary):

❶ DY357 Magnum (Single Shot)
❷ DY357-LX (Single Shot)
❸ Callisto NTG (High-Impact Shells)
❹ FarSight XR-20 (Target Locator)

EXPERT

We're not sure if an "Expert" level Perfect Dark player even exists. There is only so much you can learn, and only so much you can do with the N64 controller. So in reality, this section is designed to take the advanced player to a sort of a "just a bit more advanced" level.

Creating New Item Re-Spawns

Did you know that you can permanently MOVE items in multiplayer? We're not talking about just moving them a few inches, either. You can physically change the re-spawn point from one place to another by SHOOTING it with your gun until it gets to the desired position. If you think you've moved it to a good spot, just stop shooting it, and leave it be. This tactic works wonders when you put a Shield in slot six, and there is only one of them on the entire map. Then during gameplay, when no one else is looking (or busy during a firefight), you can move it somewhere different. You should see the look on players faces when they go to where the slot six location is supposed to be, and then they realize that the item is no longer there — it's incredible!

This tactic works in conjunction with the "Know Your Arenas," and "Watching Other Players Screens" techniques. Sometimes, you'll know that a given player is simply standing behind a wall just waiting for you to come out. These players are otherwise known as jerks. If you're in this situation (and you have some explosive weapons), why not throw a few of them at the wall and trigger an explosion. If the wall is thin enough (which most are), the splash damage will go right through!

Explosions Through Walls/Floors

Aww Man!

For those of you who are wondering if the infamous "Alternate Double Weapons" trick works in Perfect Dark, we're sorry to inform you that it doesn't. We messed around with it for days, only to find out from Nintendo themselves that this feature is not part of the game. **The Alternate Double Weapons trick was used in the single player mode of GoldenEye 007, and it would let you use two completely different weapons at the same time (instead of two of the same weapon).*

Don't Be a Rainbow in the Dark!

If you're playing on a level that is very dark, you should try to use a character that is dark in color (like Joanna Combat). If a level is bright with hues of yellow and brown, you should choose a lighter colored character (like Area 51 Trooper). View it as a form of poor man's camouflage, preventing your character from sticking out like a sore thumb.

You're FarSighted!

Hands down cheese-o-rama, the FarSight XR-20 is the camper's dream come true! Grab one, find yourself a nice lil' hiding spot, and you're good to go! Use the Target Locator to find another player, then quickly switch back to standard mode and move your crosshair (manually) in the direction it was headed. Quickly switch back into Target Locator mode once more, and your crosshair should be a lot closer to your target than if you just let the FarSight do it on its own.

Laptop Sentry Turret Tactics

The Laptop Sentry Turrets are the cheesiest thing to hit the multiplayer FPS arena in a long, long time. Even so, there are ways to make the Sentry Turrets even more useful by following a few simple guidelines.

❶ Always keep them full on ammo (by walking up to them and pressing the B button), since they only have a 50 round capacity.

❷ Try to stick them to walls or up above entrances to rooms. Players usually sweep the ground before they check up on walls.

❸ Your best method to destroy a Sentry Turret is to either peek around the corner and pick away at it (if it's even in such a position), or to just simply heave some explosive weapons in its general vicinity. The Turrets aren't very strong, so the splash damage usually does the trick.

**You should also note that a player can only have ONE Sentry Turret deployed at a time.*

SKEDAR

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Re-spawn
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 12

Weapon Slot Breakdown

Slot 1: 3 Slot 2: 3
Slot 3: 3 Slot 4: 2
Slot 5: 2 Slot 6: 2

How to Unlock Arena: Available by Default

Skedar Overview: Skedar is a bit overwhelming at first, so you'll definitely want to learn the map before you even consider using any level specific strategies. It's also somewhat slow with only four players, and can often drag on for what seems like hours without any action. Keep the game flowing smoothly by staying in high traffic areas.

Points of Interest

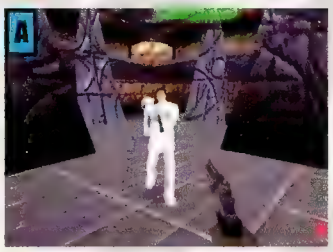
A If there were a thing called the "Rumble Zone" of this arena, this would have to be it. Plenty of nearby weapons make this a good area to control, even though slots one and three are usually only mediocre weapons. The major drawback to staying in this room is the exposure — there are over EIGHT separate entrances!

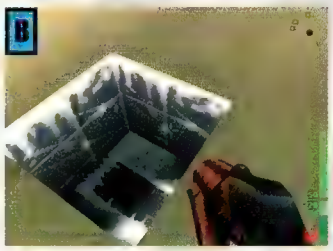
B This little hole in the floor is a great escape route if you get cornered with no weapons. Use it!

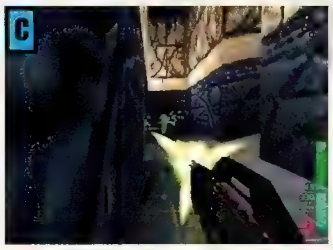
C Right on top of slot five, this little room is a haven for campers around the world. If you're playing with four or more players, just stand with your back to the wall and rack up kills as you camp the rare item.

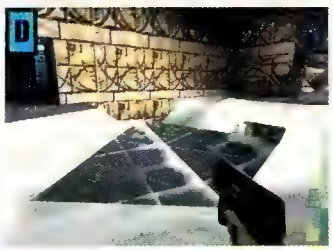
D If you're looking for a good room to camp that has only three major exits (and a decent amount of traffic), then why not try out the "White Sand Room."

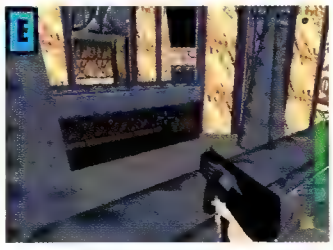
E This is a decent sniping point that overlooks the dual obelisks. Traffic is sparse with less than four players.











G5 BUILDING

MULTIPLAYER

ARENA STATISTICS

How to Unlock Arena: Open Challenge 13

G5 Building Overview: A very boxy level, the G5 Building is built with two main rooms supported by interconnecting corridors. There are plenty of little holes and secret passages to keep snipers happy, and the speed of the level hits a chaotic pace with four players or more. Avoid battles on the bridges that connect one side of the map to the other!

Player Re-spawn Points: 20

Weapon Slot Breakdown

Slot 1: 2	Slot 2: 2
Slot 3: 2	Slot 4: 2
Slot 5: 1	Slot 6: 1

MAP KEY

1 Slot 1	4 Slot 4
2 Slot 2	5 Slot 5
3 Slot 3	6 Slot 6
Re-spawn	Ammo

Points of Interest

A This is the safest spot to hide and snipe enemies. Unlike the bridges, the railing (in front) prevents you from being knocked off into the pit of doom.

B This nook is actually pretty useful during a team game. Have one guy control the doors as the other one camps, then just double crouch and hide in there all day. The drawback is that you'll be more suceptible to head shots.

C Watch all three entry points from this position. It's one of the few rooms on the level where you can actually establish control.

D Secure a weapon, then run to this corner and camp this room until you run out of firewood.

E We don't recommend staying on this bridge for too long. It's much too easy to be hit by one or two stray bullets and then fall to your death. (There are no railings to keep you from falling).

SEWERS

MAP KEY

1	Slot 1	4	Slot 4
2	Slot 2	5	Slot 5
3	Slot 3	6	Slot 6
	Re-spawn		Ammo

ARENA STATISTICS

Player Re-spawn Points: 12

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

How to Unlock Arena: Open Challenge **20**

Sewers Overview: A very, very small level that is suitable for a maximum of four players. Any more and it turns into pure chaos, especially with only 12 available player re-spawns. We think it's much too small to enjoy, and the corridors are much too tight to use much strategy. If you've got the moves and the know-how, then stay in the main room.

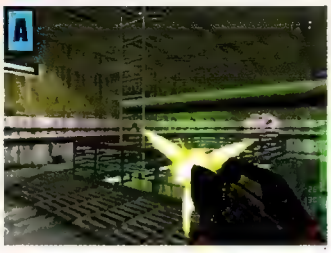
Points of Interest

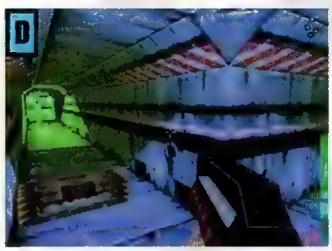
A The Sewer is basically one big giant box with a bunch of little corridors connecting each other to the main room. There are quite a few entrances to cover (in the main room), but at least the room is always being heavily trafficked.

B On the upper floor, corridor battles never last long when players lose their point of reference. Try to mix them up by strafing backwards through these hallways (if you know the level well enough).

C The hallways on the upper floor all have thin very walls which open up possibilities for massive splash damage. Grab a Devastator and go! Explosives + small tight level = death!

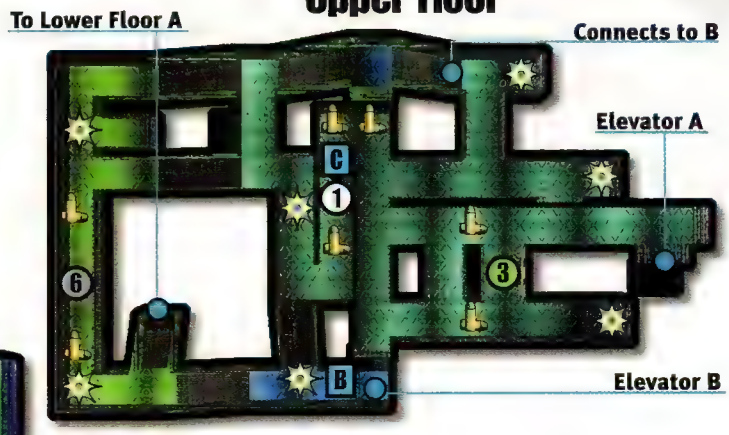
D Welcome to the ridiculously long hallway, known to hardcore deathmatchers as "Camp Central." If you're playing with gun like the FarSight XR-20 or Laptop gun, these hallways should be avoided at all costs. Unless of course, you're flushing out a camper!





Lower Floor

Upper Floor



Elevator Hallway

WAREHOUSE

MULTIPLAYER

ARENA STATISTICS

How to Unlock Arena: Open Challenge 7

Warehouse Overview: The Warehouse is basically four large rooms connected by a series of intricate hallways — the absolute perfect team deathmatch level. Lots of elevation changes, and a decent supply of well placed weapons make this map one of the most balanced in the game.

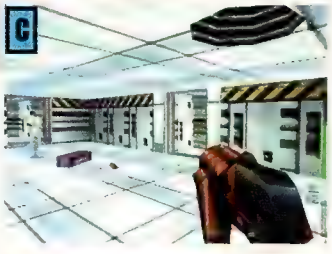
Player Re-spawn Points: 10

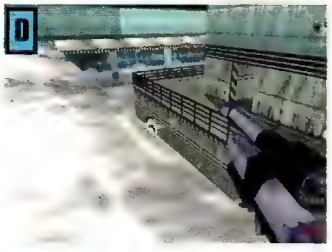
Weapon Slot Breakdown

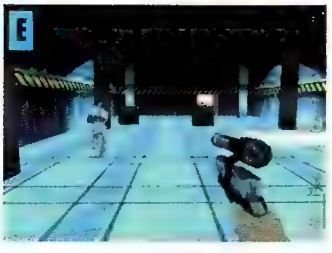
Slot 1: 2	Slot 2: 2
Slot 3: 2	Slot 4: 2
Slot 5: 1	Slot 6: 1

MAP KEY

1 Slot 1	4 Slot 4
2 Slot 2	5 Slot 5
3 Slot 3	6 Slot 6
Re-spawn	Ammo







Points of Interest

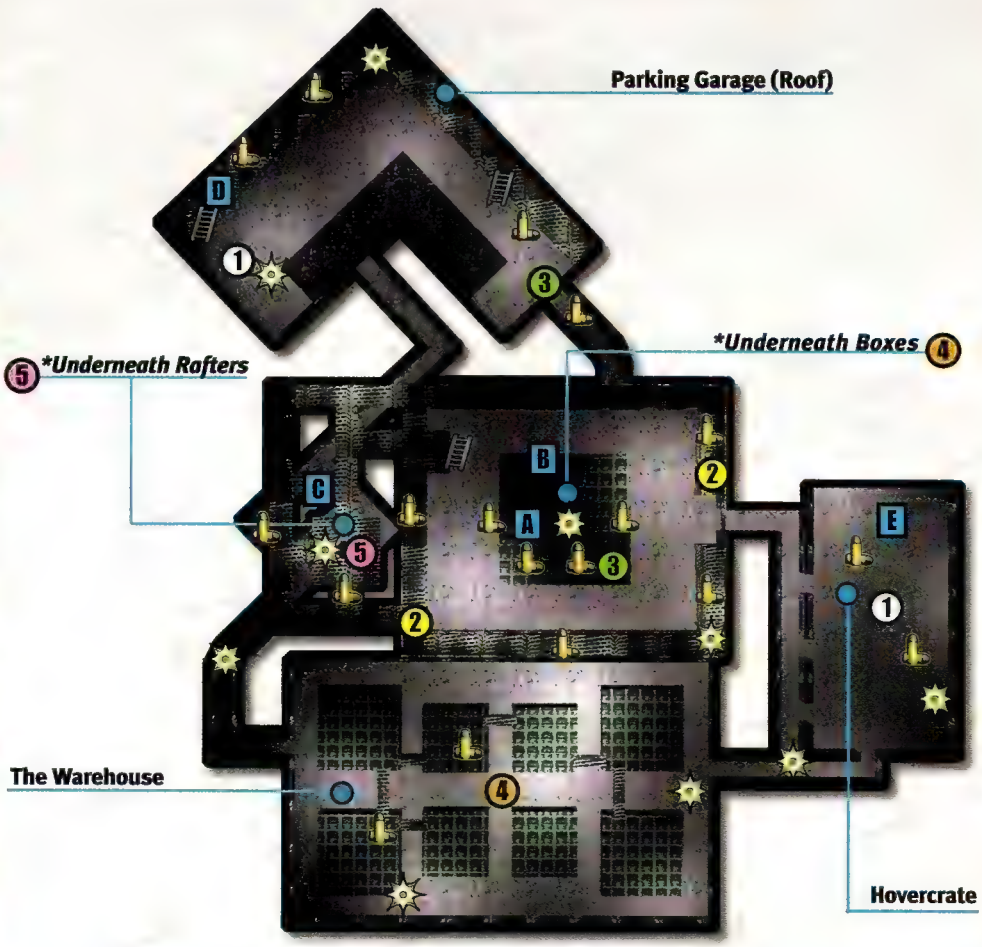
A This is the best spot on the map if you're looking for easy access to escape routes, tons of nearby weapons, and enough space to move around without feeling cramped. It also makes an excellent sniping perch!

B You can camp here to take out anyone who tries pick up the well hidden slot four weapon. Watch your back...

C Control this room and you control the slot five weapon. Wouldn't it be nice to be the only one who has a Shield?

D The rooftop is a great place to snipe, but a horrible place to camp (since traffic isn't too heavy).

E Try pushing boxes into various corridors to cause mass confusion. Players will get frustrated easily, at which point they become vulnerable. Exploits!



RUINS

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- Re-spawn
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 14

Weapon Slot Breakdown

Slot 1: 2	Slot 2: 2
Slot 3: 2	Slot 4: 2
Slot 5: 1	Slot 6: 1

How to Unlock Arena: Complete Challenge 26

Ruins Overview: Yet another level where Rare went a little crazy with the tight hallways and corridors. There's really no room to strafe in about 75% of the level, which makes for some really boring matches. On the good side, it's got what we call "The Courtyard." Check out the map and you'll see what we mean!

Points of Interest

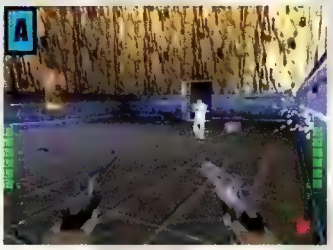
A The infamous "Courtyard," where there are only two entrances plus a sniper perch up top. If you're playing a "Hold The Briefcase" scenario, this is the place you should come to defend your position. *(With a Laptop Gun deployed as a Sentry Turret to cover the sniper perch, this room is nearly impenetrable).*

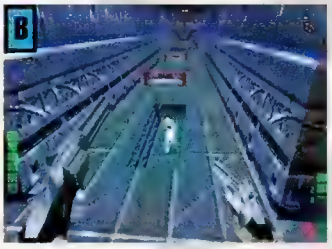
B Always watch for players to camp (or lay traps) on the top section of this hallway. The three holes in the center are big enough to fall through, but just barely wide enough to get in a good shot.

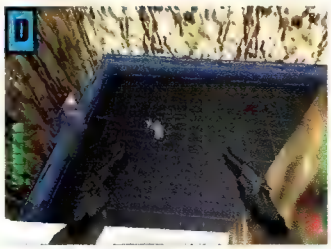
C When fighting over in this section of the map (near slot six), remember that you can double-crouch and move along the the inside wall almost unnoticed.

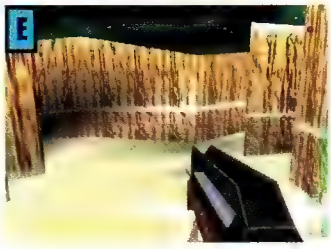
D If you're playing a team game and your opponents are a little heavy on the camping, use this perch to sneak up and take them out.

E This area is the central hub to the entire level, branching out in four separate directions. Place a Laptop Gun here if you get the chance!









AREA 52

MULTIPLAYER

ARENA STATISTICS

How to Unlock Arena: Available by default

Area 52 Overview: Area 52 is another well balanced map that lends itself quite nicely to team based games. It contains lots of large spacious areas to have your royal rumbles, but also enough secret passages and tiny corridors to keep everyone (including the stealthy players) happy.

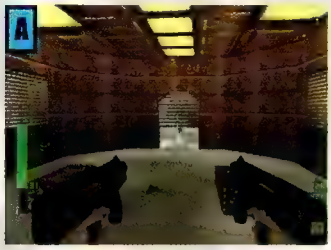
Player Re-spawn Points: 12

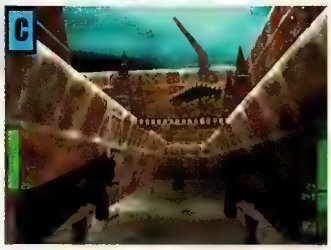
Weapon Slot Breakdown

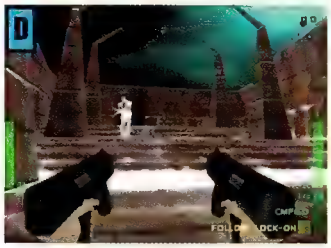
Slot 1: 2	Slot 2: 2
Slot 3: 2	Slot 4: 2
Slot 5: 1	Slot 6: 1

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- Re-spawn
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Ammo







Points of Interest

A If you really wanna play cheap, just camp inside "The Hideout" and wait for enemies to come running your way. Get stacked (with weapons and items) before you enter the room, and the number two slot should be more than enough to keep you scoring frags until the cows come home.

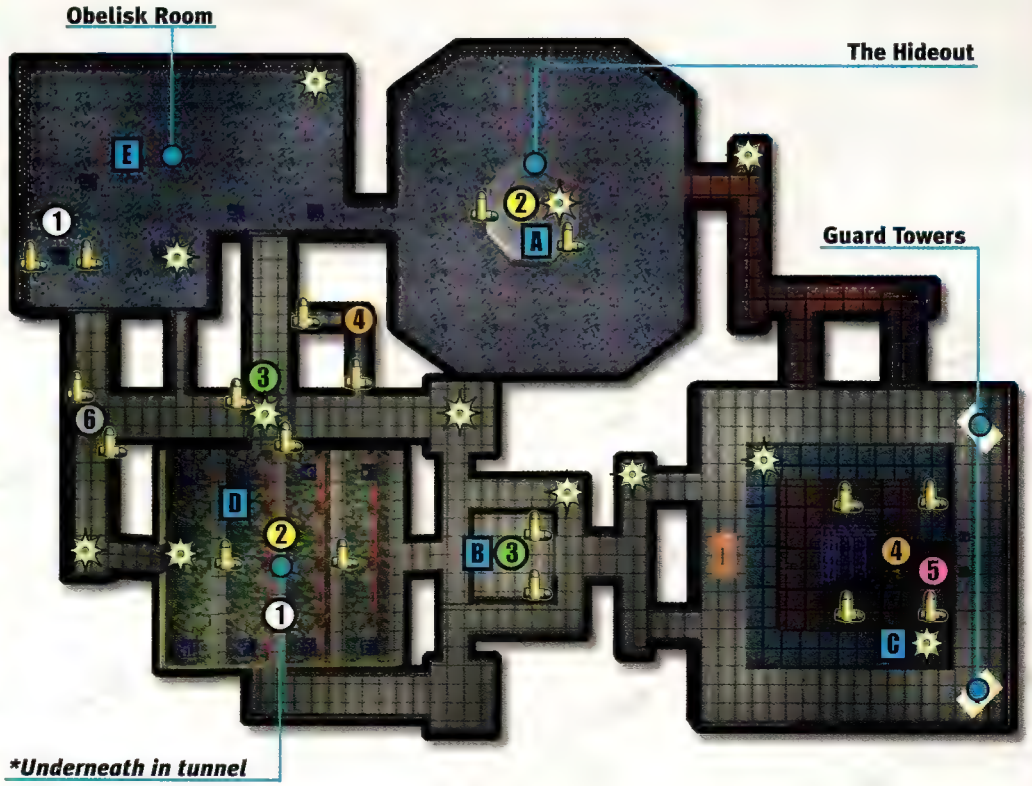
**Warning: Windows can be opened from the outside, but players often overlook them!*

B Here's a good example of a place NOT to be when playing with four players or more. The room is cramped for space, and there are way too many entry points to worry about.

C You should try to avoid falling into this crack UNLESS you're going for the slot five weapon. Otherwise, you'll be in a world of pain!

D Otherwise known as the "Valley of Death," this little room plays an important role in linking three of the four main rooms to this level.

E The Obelisk Room is the second largest room on the map, and it also has some of the best cover — use the pillars to sneak past unsuspecting players if you're low on health.



VILLA

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Re-spawn
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 12

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

How to Unlock Arena: Complete Challenge 18

Villa Overview: The Villa is an excellent map if you plan to play with more than four players. Three on three team games (with one Simulant per team) works particularly well. We found ourselves hating this map during the Challenges (against Simulants), but loving it later on as we played humans.

Points of Interest

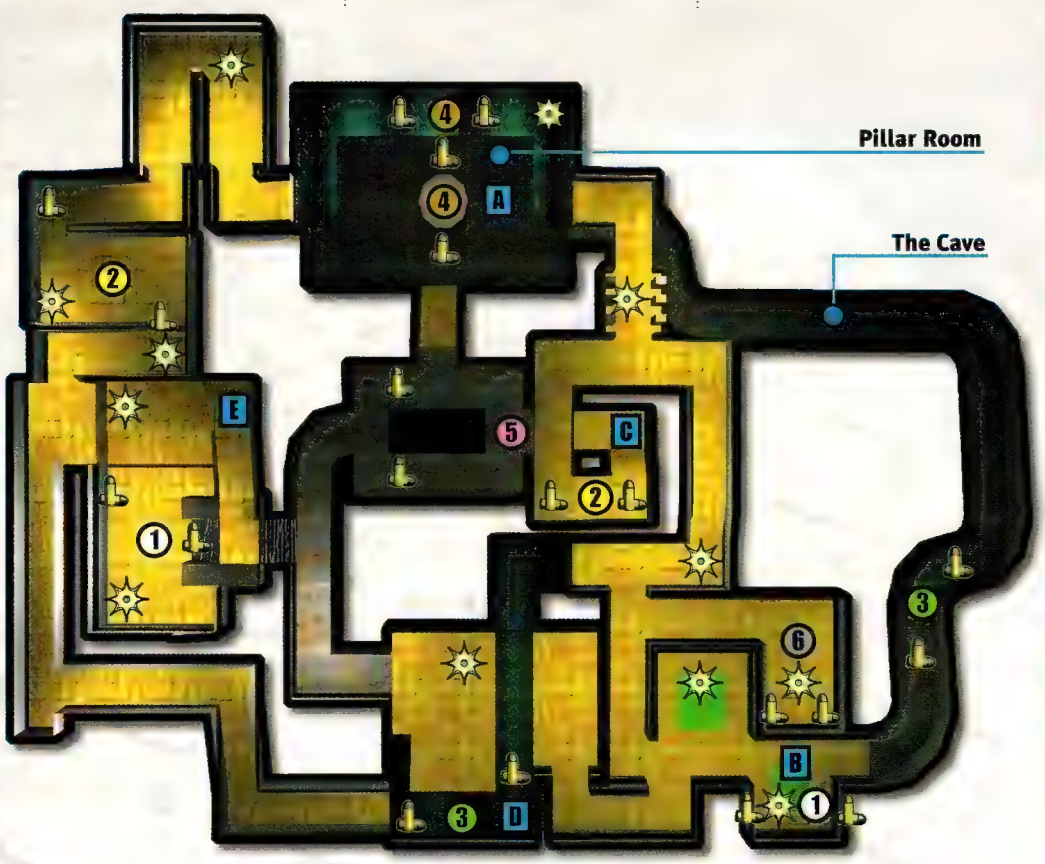
A Unfortunately, the only way to get the slot four weapon on top of this pillar is to go the long way, and then fall from the upper floor. It's not hard to do, but maybe just a little out of the way if you're trapped in this area. Run to the slot five weapon down the hall instead.

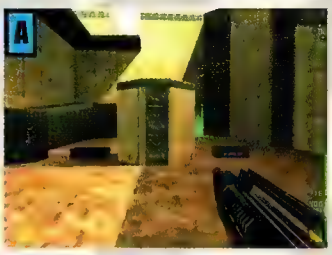
B This is one of the most heavily trafficked areas on the map, especially because the colored tiles are easily recognizable by most newbie players. Hang here if you wanna pick up some easy frags.

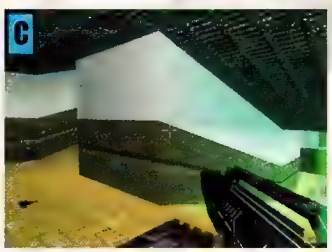
C This is a key junction that connects one half of the level to the other. Learn it well, young Jedi Master...

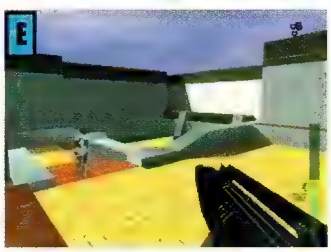
D This room is easy to control during a two on two team match. Have one person camp the bridge while the other player roams the bottom area, and you'll establish a firm grip on this room with little effort.

E Creep up on top of this ledge for a shortcut to the next hallway. *(See map for details on the exact location).*









CAR PARK

MULTPLAYER

ARENA STATISTICS

How to Unlock Arena: Complete 17 Challenges in any order

Car Park Overview: At first, we thought this map was going to be a riot. Three very small rooms connected by a series of staircases? Cool idea! But unfortunately, after further investigation (and extensive play testing), we realized that it sucks even harder than any other map in the game. No more stairs, RARE!

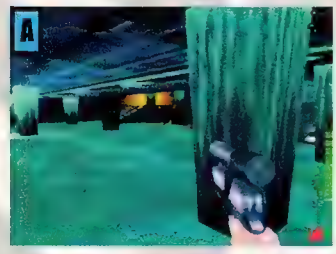
Player Re-spawn Points: 11

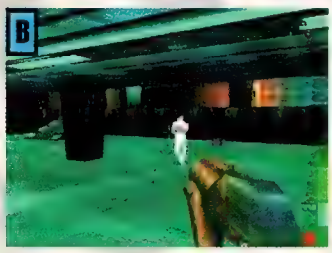
Weapon Slot Breakdown

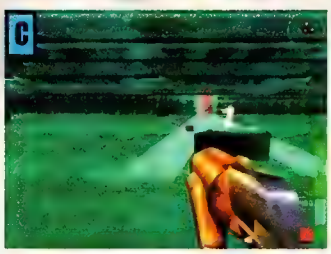
Slot 1: 2	Slot 2: 2
Slot 3: 2	Slot 4: 2
Slot 5: 1	Slot 6: 1

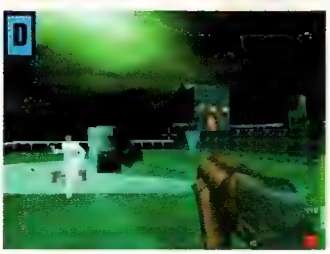
MAP KEY

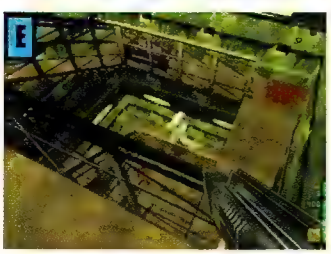
1 Slot 1	4 Slot 4
2 Slot 2	5 Slot 5
3 Slot 3	6 Slot 6
Re-spawn	Ammo











Points of Interest

A The pillars on the middle and bottom floors make excellent shelter from enemy attacks. Learn to use the "Strafe Fake Attack!" maneuver whenever you get the chance.

B The bottom floor is the easiest place to go and get your head knocked off. Earn multiple frags by picking up the scraps as you enter.

C The only thing that differentiates the middle floor from the rooftop is the weapon slots.

D The rooftop is a pain with these ladders in place of the service ramps.

E Stay out of the stairwells whenever possible. If you do spawn inside of one, get to the nearest door and grab a weapon.

PIPES

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- Re-spawn
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 20

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

How to Unlock Arena: Available by Default

Pipes Overview: Gameplay on this level often feels somewhat drawn out and slow paced (unless you're using more than four players). The architecture is simple, and the "Giant Pit of Doom" beneath the pipe area is the most frustrating element we've ever seen in a multiplayer arena. This level should have been named Pits instead of Pipes.

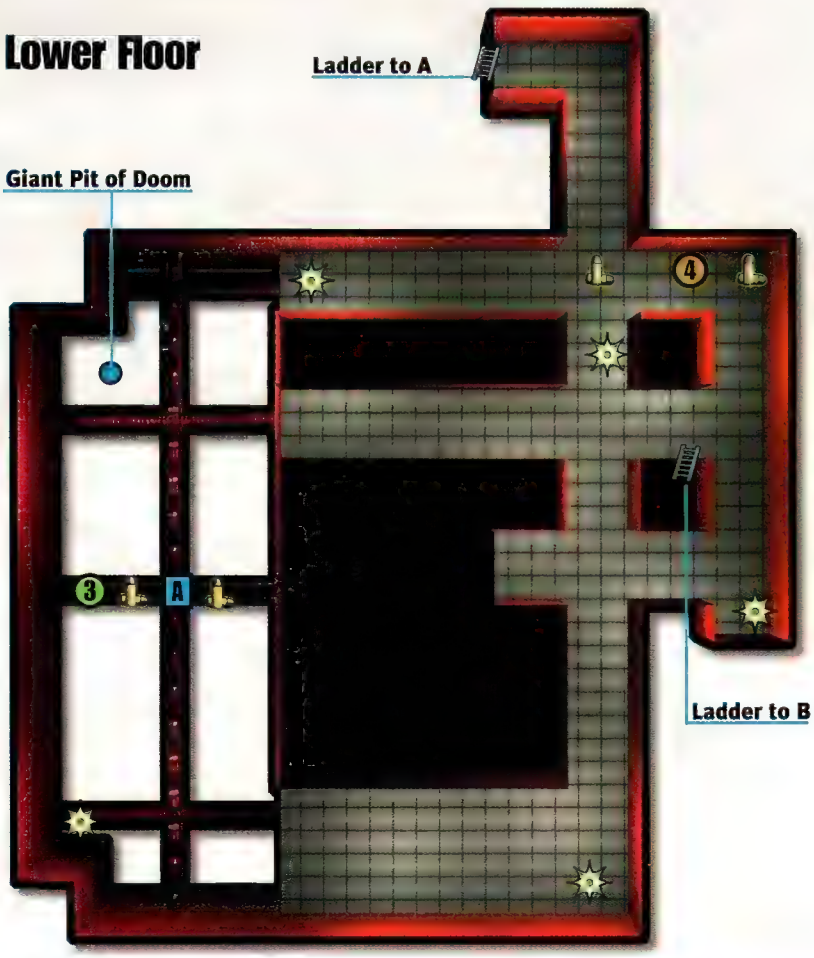
Points of Interest

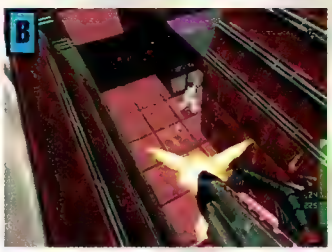
A Be extra careful when you're treading across these pipes — all it takes are one or two cheesy bullets to knock you off balance. The slot three weapon usually isn't worth the trouble, just go upstairs if you really must have it.

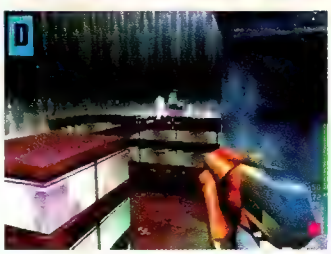
B This room has a relatively low amount of traffic, but still serves as a decent spot to go and rack up kills. There are five or six player spawns within this area, so your chances of getting someone before they get a weapon are great. Watch out for snipers up above.

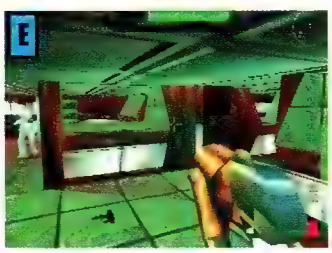
C If you're the player who insists on taking the sniper role, this little area up top is the spot for you. Quick kills, no frills, and efficiency baby!

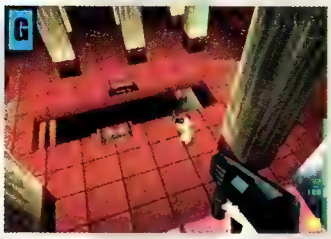
D This area is right across from the previous sniper perch and offers similar benefits.

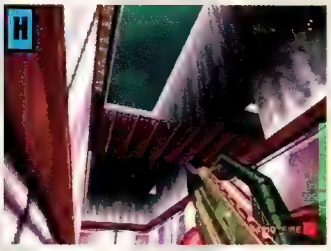












E This area is a very important part of the level, especially because the only two ladders from the lower floor empty out here. Most all the newbies will bunch up and pack in like sardines. If you're playing with Proximity Mines, just case up the place to high heaven, then sit back and watch your kill count climb faster than an over-clocked Celeron 300A. You can also take the same approach with the Laptop deployed as a Sentry Gun. Just plant one behind the ladders, next to the wall. As your opponents try to rush in, they'll be torn up before they even get a chance to see what hit 'em!

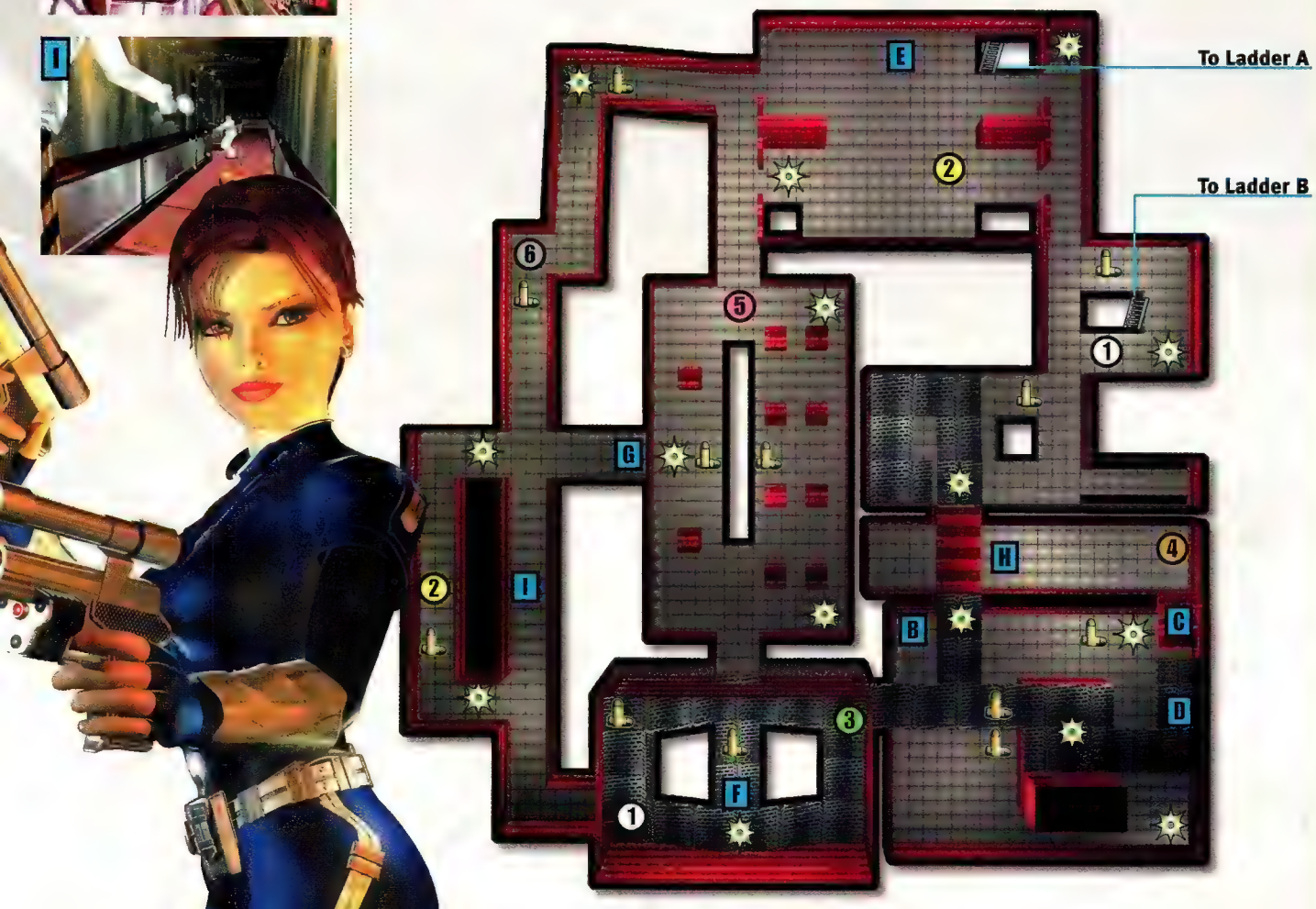
F With slot one and three weapons in the vicinity, this area can be a decent area to retreat to if you're low on health or items. If you're freshly spawned, stop here and get a weapon since there's usually no one around.

G This is easily the best sniping point in the level, and it just so happens to have a slot six weapon right behind it. You can fall down without taking damage, by the way.

H This little intersection is one of the most active in the level. You've got the bridge up top, and the three doors on the bottom.

I The top half of this map isn't very fun to fight in, mainly because the hallways are thin and there is no where to hide. The slot six weapon is nearby, so at least you can be heavily armed if you decide to pass through on your way to another area. *(A decent loop would be to start out down in the main room (by E) and grab a weapon, then glide up into the tunnels and snatch the slot six weapon for even more firepower).*

Upper Floor



RAVINE

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- Re-spawn
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 10

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

How to Unlock Arena: Open Challenge 9

Ravine Overview: A very solid multiplayer map that is cleverly designed, and also well balanced. The roomy hallways open up all sorts of crazy strategies that make the Ravine one of the easiest to learn, but at the same time, one of the toughest to master. Try it with a good mixture of explosives and automatic weapons for best results.

Points of Interest

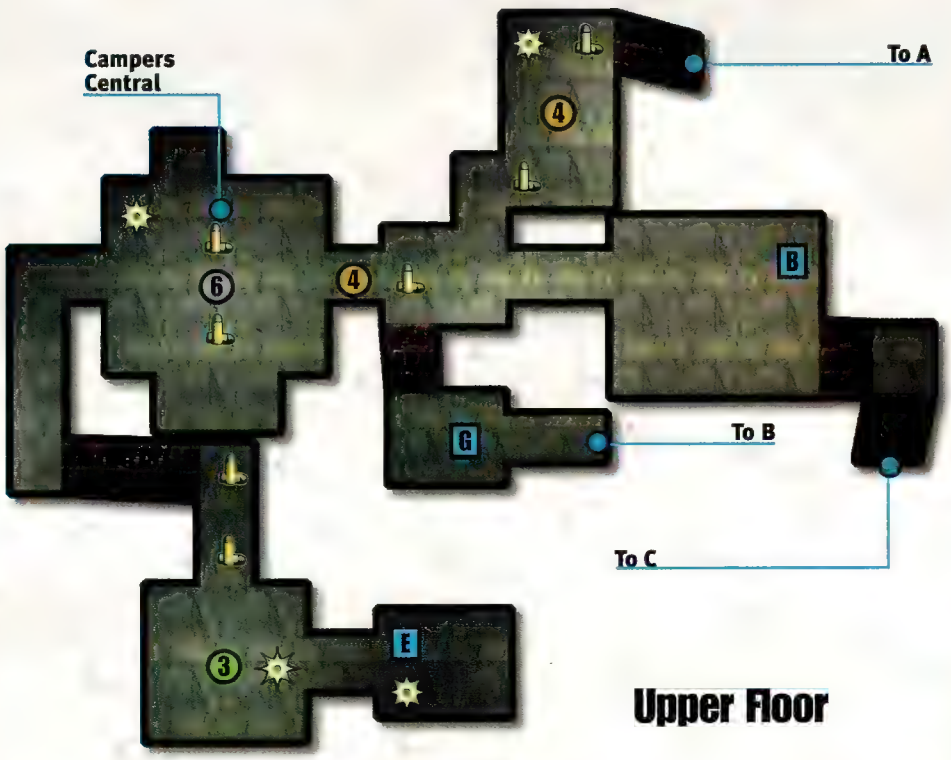
A These wide hallways connect to several large rooms, eventually leading up to some really intense corridor battles. Remember to circle strafe as often as you can, and try to keep an eye on your opponents' screens. *(Players have a tendency to camp on this level).* You can keep them off your back by calling out their position to other players. It's cheap, but it works!

B This platform overlooks the previous callout (A), and is one of the best sniping points on the map. You'll get quick and easy access to both of the slot four weapons, and the slot six weapon is only two rooms away. A decent room to camp if you've got skills.

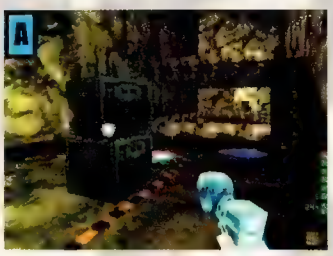
C This platform leads down to the large ramp on the right side of the map. Get used to fighting people in this hallway.

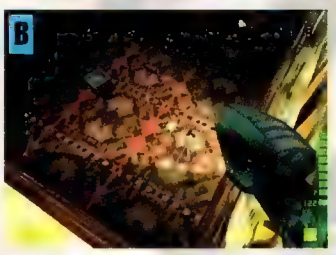
D The Sniping Pipe is a nice little secret area where you can just sit and blast people. Until you're spotted, that is.

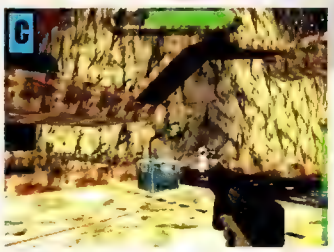
E We've seen players do evil things with this elevator. Some people like to plant mines, others enjoy setting up Sentry Turrets, and some just like to camp the top platform and wait for unsuspecting players to jump on from below. Just be aware!

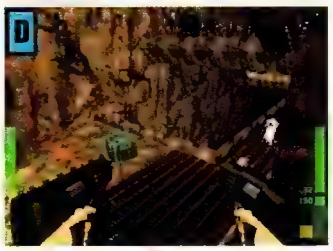


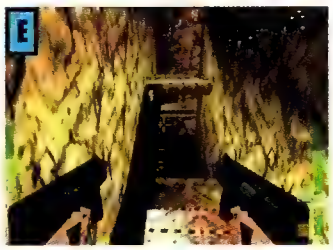
Upper Floor











F This long skinny pathway is great for cornering your opponents. The traffic here is usually only decent at best (even with four or more players), so don't make it your first priority to go and get easy frags. If you're trapped against the wall, try out the "Strafe Fake Attack!" technique. *(If you're being chased around corners like this (with high walls), it actually works to your advantage to hide and wait around the corner).*

G This section of the map acts like the central hub — all players are bound to pass through this area at some point during the match. If you camp here, make sure to have an escape route ready.

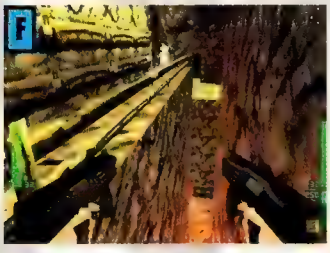
H This is another large room that lends itself well to camping and sniping. There aren't many weapon slots nearby, but the room remains a tactical stronghold none the less.

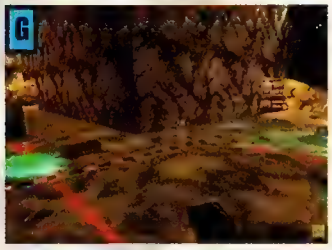
I This is just another angle from the same room, looking down over the lower floor.

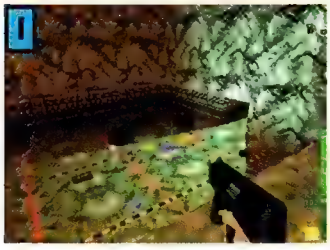
J Here is a good example of a place NOT to be. There is no real reason to go out here, unless you're just screwing around. One or two bullets can easily knock you off balance and make you fall to your death. Not to mention that it's quite easy to just slip off on your own.

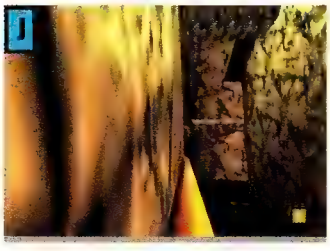
General Strategy:

During a standard game of Combat, the key is to control the large area with the ramp. Not only do you have a great supply of weaponry (a slot two, and a slot five weapon), but you also have plenty of nearby player respawns to take advantage of. Keep the weapons in this area out of other players hands by creating a loop around the entire vicinity.









GRID

MAP KEY

- Slot 1
- Slot 2
- Slot 3
- Slot 4
- Slot 5
- Slot 6
- Re-spawn
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 10

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

How to Unlock Arena: Open Challenge **15**

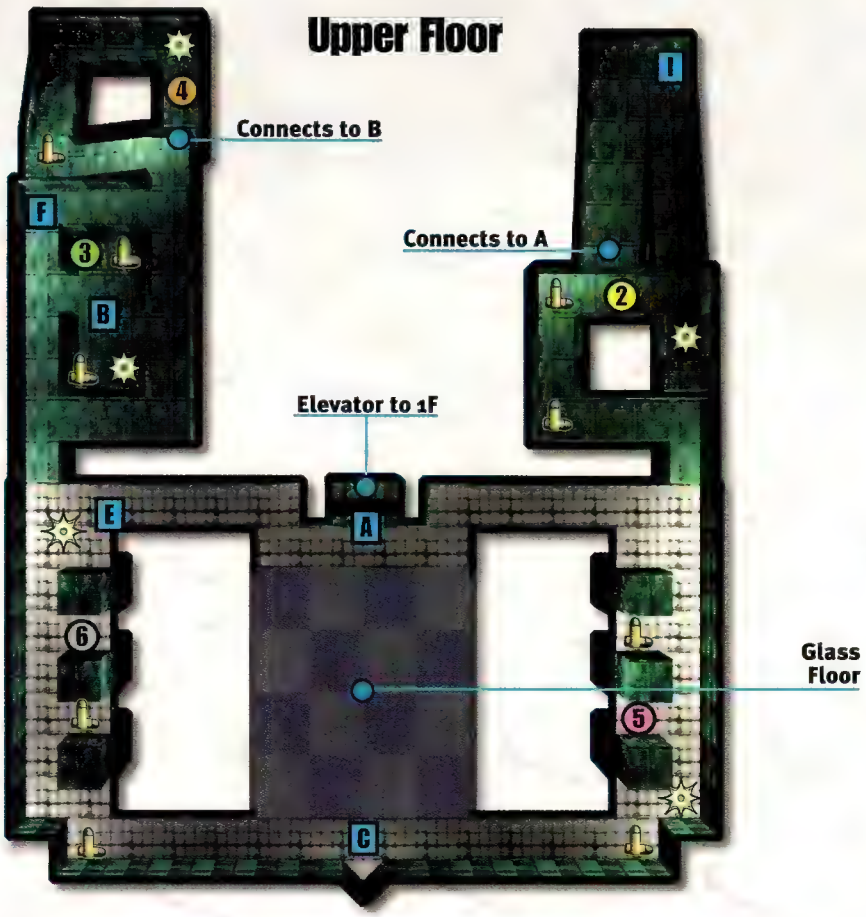
Grid Overview: A well-designed map that plays fast and furious, the Grid is one our all-time favorites for its nice mixture of open areas and short corridors. *(Are we the only ones who think this level looks exactly like the final climactic scene from The Matrix? Just look at that hallway... and those pillars! Neo, you're the ONE!)*

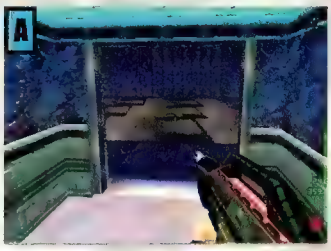
Points of Interest

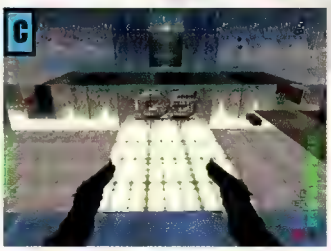
A The elevator is a dangerous place that should only be used if you've got no where else to go. With explosive weapons , the doors won't even shelter you as the splash damage passes right through the wall. *(Remember to turn 180 degrees in order to exit).*

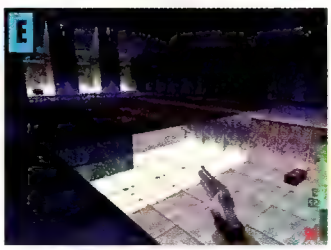
B During a Hold the Briefcase scenario (with teams), this is the place to be when trying to establish control. Get stacked on weapons and ammo, then fight to establish control of this area. Place one character on each side of the room, each of them covering an exit. The slot 3 weapon should be more than enough to keep you going so you can score at least four or five points.

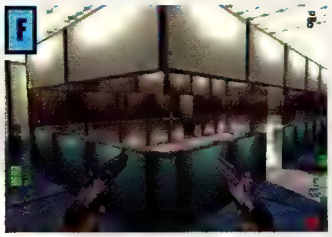
C This level is all about elevation, with the players on the higher floors obviously having the upper hand. When you have explosive weapons and you're up top, just reign death down on the unsuspecting players below.

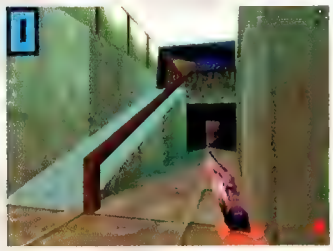












Lower Floor

D The main chamber of the level, this is usually bustling with other players. Make sure you go there already equipped — there's really nothing there except for a measly slot one and two weapon.

E The corners on the upper floor (near the glass) are a campers dream come true. One sniper sitting up here can take out a room full of crazed opponents with just a couple of machine gun sprays.

F When you're raiding this area to either establish or relinquish control (during a Hold the Briefcase scenario), it's stupid to just rush in with guns blazing. Instead, try to coordinate a simultaneous attack from both sides with your teammate.

G This little hallway connects to the main camping area on the second floor. If you're playing with explosives like Proximity Mines, lay some defenses and make the room impenetrable.

H This back area is about twice as wide as the main room, but only about half as long. Use the pillars for cover, and set up some decent ambushes during team games.

I This seems to be a very common re-spawn point. Get to either the slot one or two weapon as quickly as possible. The last thing to you want to do is to be isolated in this corridor with no weapons — trust us!

The Perfect Matrix?

Has anyone else noticed that cool new trend where everyone and everything is trying to be like The Matrix? We did, and we found some clear-cut evidence in Perfect Dark. This room (in the screenshot) is an exact duplicate of the climactic battle scene at the end of the movie! If you don't believe us, just throw on the movie and pause it right after Neo and Trinity get on the elevator — you'll see for yourself!

BASE

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Re-spawn
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 16

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

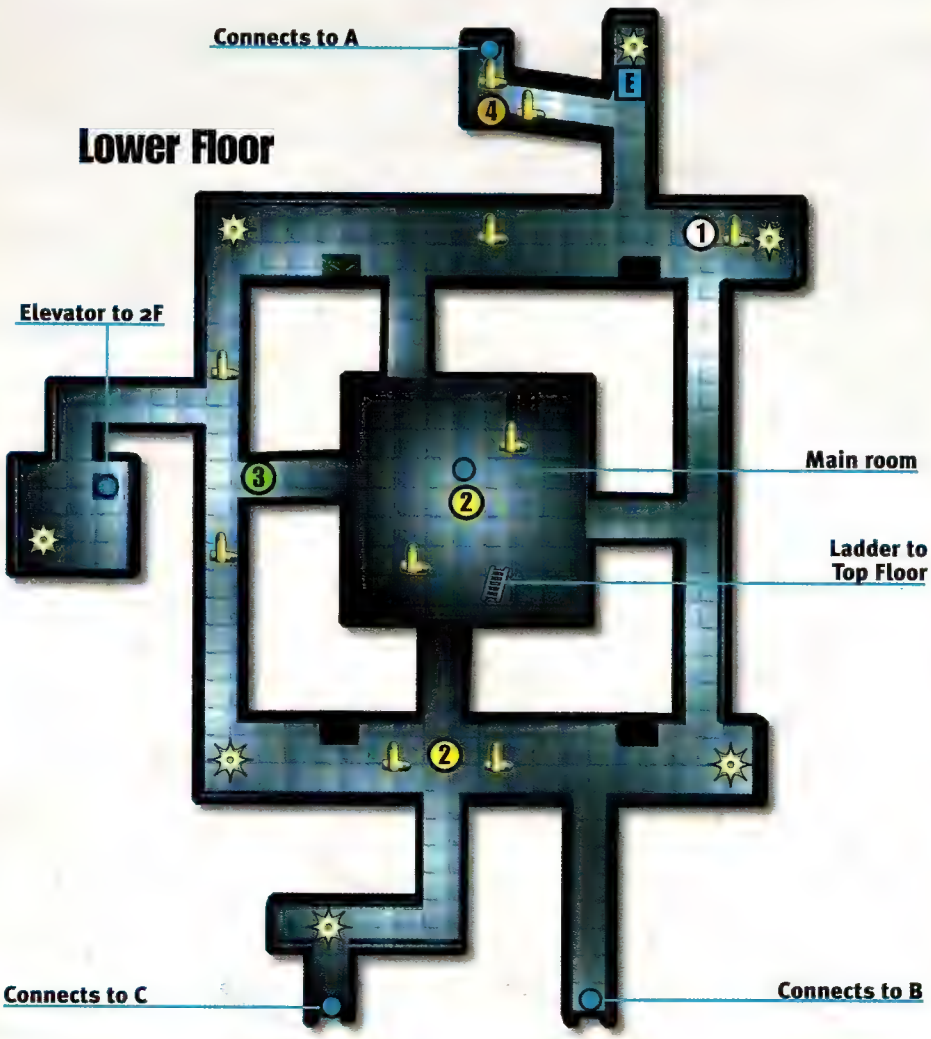
How to Unlock Arena: Open Challenge **22**

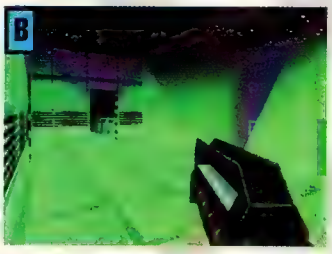
Base Overview: The Base is very large and only suitable for four players or more. Playing with two players is like trying to find a golf ball in a mountain full of golf balls, er... something like that. Seriously though, this map offers some decent fun but doesn't seem to have any real "hook" to it.

Points of Interest

A This room is the largest on the map, sporting three powerful weapons nearby (a slot three, four, and six to be exact). Control this room during a team deathmatch for an easy lockdown.

B The "Green Room" connects the elevator area to one side of the main room. This side of the map seems to get much more activity than the other — mainly because anyone who spawns on the north end of the map will probably try to make their way down toward all of the good weapon slots. This room is a good cutoff point if you're already tanked up with plenty of weapons and/or Shields. Just camp this area (including the catwalk above the main room) and wait for traffic to pass through.



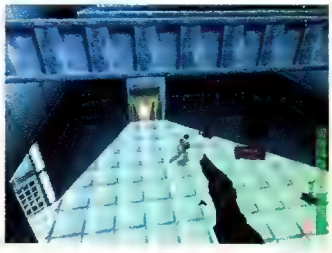


C This bridge connects the two upper halves of the level together. It serves as a decent sniper point, although there's not really much cover or even space to move around. Try dropping down on enemies from above in the middle of a firefight (since there is no falling damage).

D Here's a nice little sniping perch that opens up some new angles to infiltrating this room.

E If you're not the type of player to go out and actively seek out opponents to engage, this is the spot for you. There's only two entrances (separated by a few feet), so there's not much to worry about.

Upper Floor



FORTRESS

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- Re-spawn
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 12

Weapon Slot Breakdown

Slot 1: 4 Slot 2: 4
Slot 3: 5 Slot 4: 4
Slot 5: 4 Slot 6: 4

How to Unlock Arena: Open Challenge 24

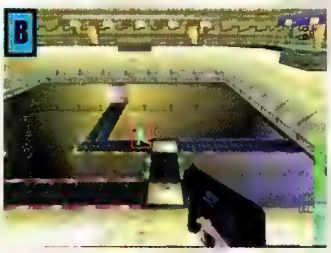
Fortress Overview: The biggest multiplayer map in Perfect Dark, the Fortress is broken down into four perfectly symmetrical bases tied to one another by a simple set of thin corridors. This is THE BEST Capture the Briefcase arena in the game, hands down. Lets give a big shout out to Rare for including this map for all of us CTB'ers!

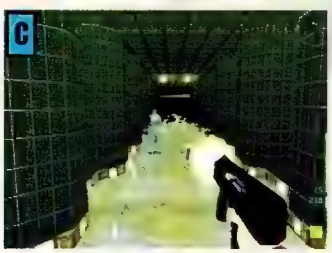
Points of Interest

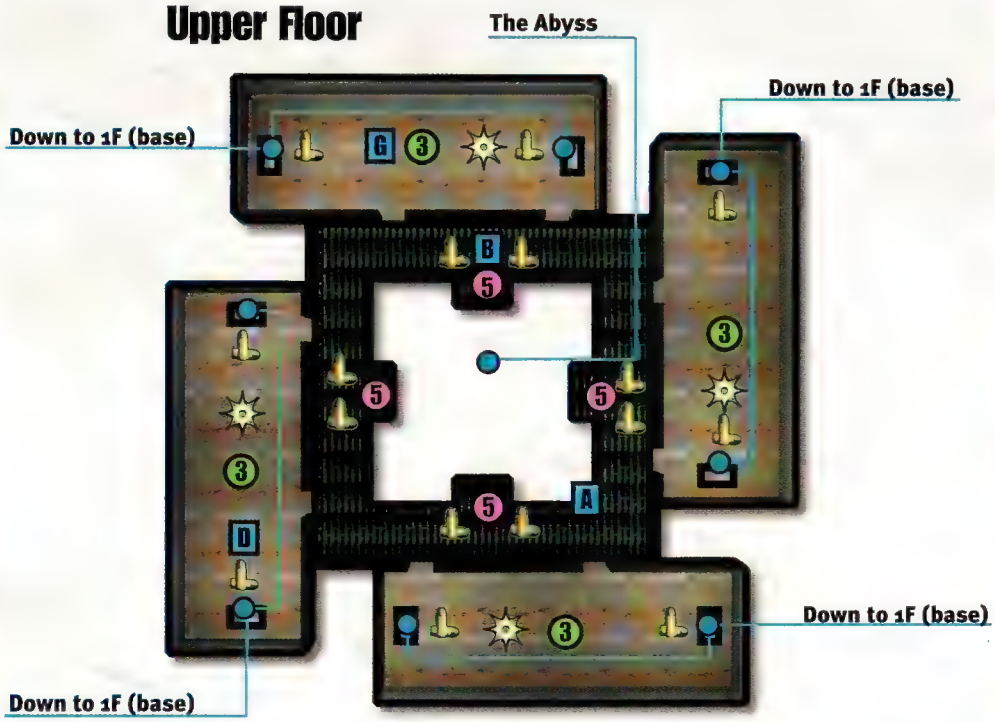
A Patrolling the ledges up top is one of the best places to be, You have all sorts of escape routes, and plenty of little slopes and angles tiles to let you actually move around. As long as you have some decent control of your character, you shouldn't even worry about falling off into the abyss. *(Check out the slot five weapons!)*

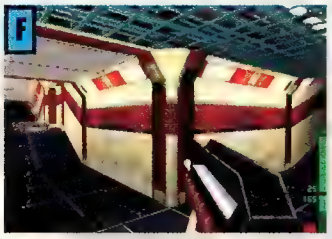
B Every once in a great while, you'll find a player that's stupid enough to take a trip out to the center of the map and go for the slot three weapon. This is the absolute WORST move you can make on this level, since there are four other slot three weapons located on the top floor of each base. Dorking around on the bottom is basically asking to be killed.

C The base consists of one large room faceted with many little corridors on each side. During Capture the Briefcase, a good team will switch up their defensive positions, never giving the other team the chance to breach the front line and enter the base itself. Also note that each base has a slot one and a slot four weapon nearby. These are two weapons that you can almost count on being there all the time.









D Above each base there is a large open room with a slot three weapon. The two elevator lifts go down into the actual base itself, and the two doors lead out to the center of the map.

E Here is yet another area NOT to be used (under any circumstances). The platforms are too thin, and it's much too easy to fall of into the "Pit of No Tomorrow." If you're trapped with no weapons, just run over to the elevator.

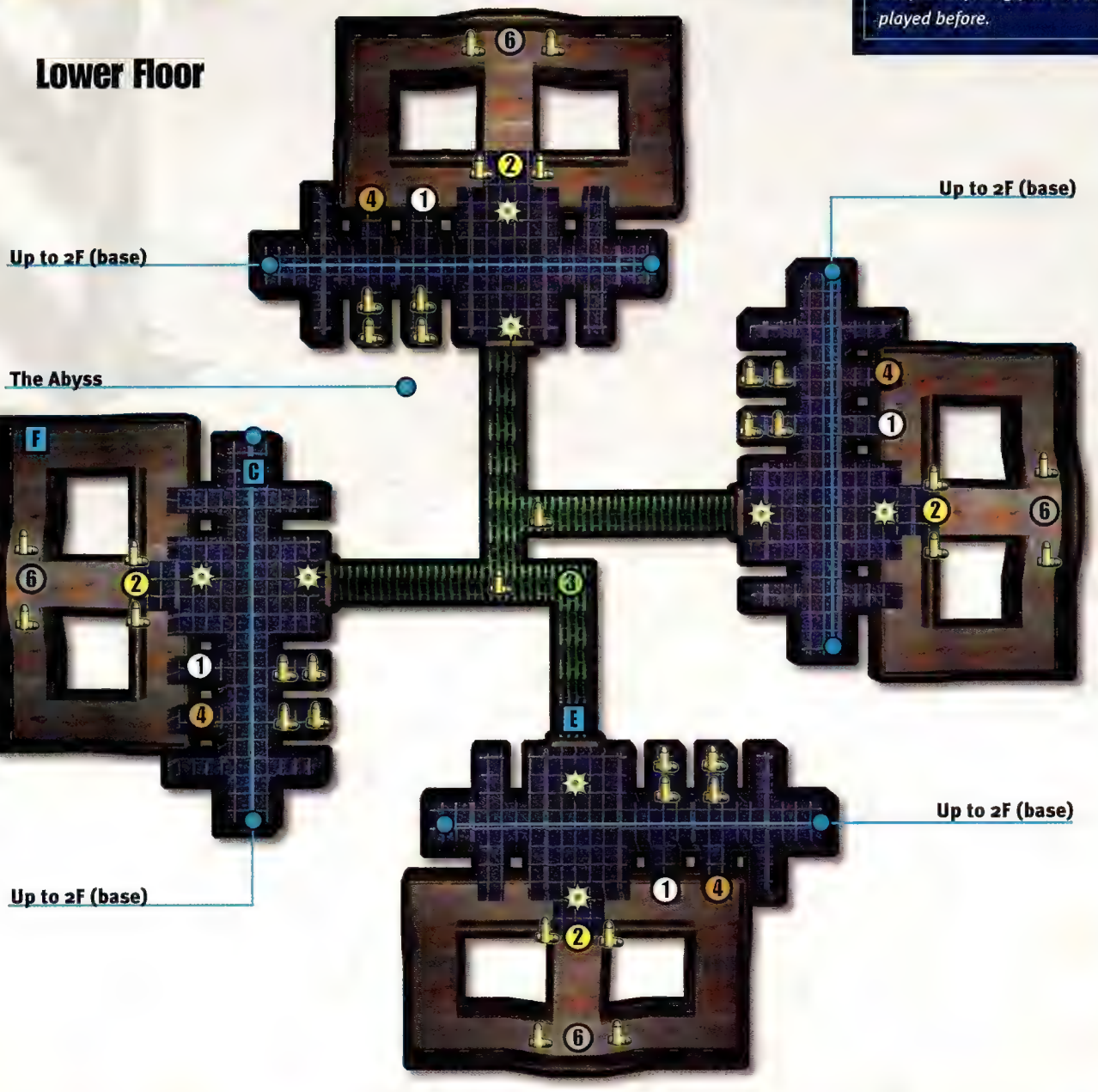
F Don't forget that there is a tunnel system underneath each base where you'll find the slot six weapon. If you have the extra couple seconds to take a little detour (since it's kinda' out of the way), by all means run down and get it.

G Once enemies are in the top area, don't hesitate to make a drastic move to keep them from getting in further. Sometimes a good defense is nothing more than a player with a hand grenade!

General Strategy:

This map is best played on Capture the Briefcase with four teams of two players each (two human teams of two players, and two Simulant teams of 2 players). This way, each team gets control of a base, and the map balances out all sides evenly. Keep the Simulants on a tough difficulty level (Hard or Perfect should suffice), and the game will be as fast paced and crazy as anything you've ever played before.

Lower Floor



TEMPLE

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- Re-spawn
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 12

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

How to Unlock Arena: Open Challenge **10**

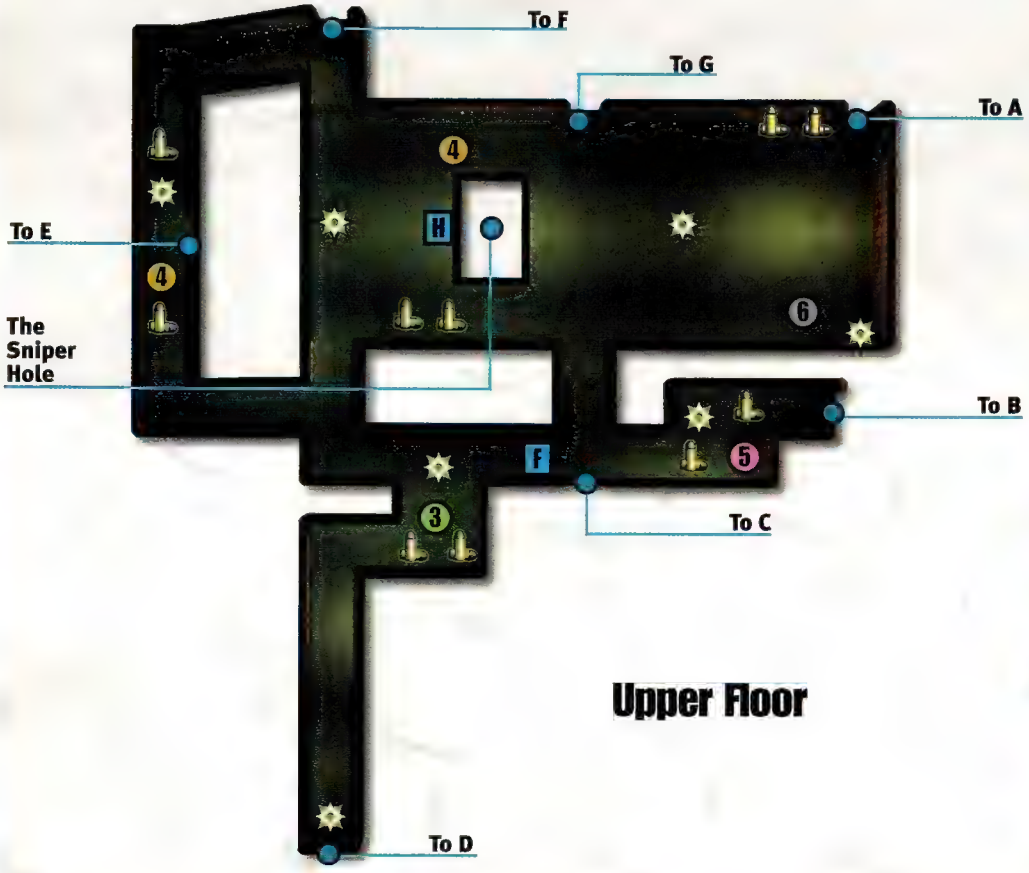
Temple Overview: Most players are turned off by the Temple because of its large size and wide open chambers. Although Ken Lobb stated that the Perfect Dark multiplayer arenas would be better than the classic GoldenEye maps, we'd have to disagree and say that the Temple is still just as fun as it ever was. Rock on!

Points of Interest

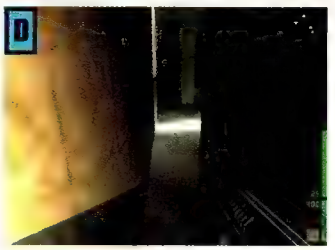
A This is one of the main rumble zones, with entrances and exits scattered on three sides of the room. As if the three entrances weren't enough ground to cover, you'll also have to worry about stray bullets coming down from the hole in the ceiling above. New to Perfect Dark is the ability to fall through this hole, and all without taking damage. Watch for players to shoot a few explosive rounds, the quickly switch to an automatic weapon and finish the job!

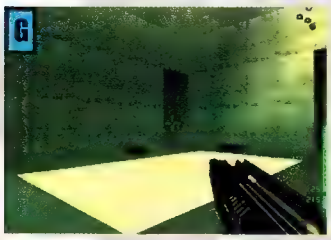
B This area has been severely powered down since its last incarnation in GoldenEye. Since the Shield has replaced the Body Armor, and the slot system has replaced the fixed weapon spawns, there is really no reason to camp here unless you want to be trapped in a dead-end corridor with a crappy slot three weapon. Nuff said.

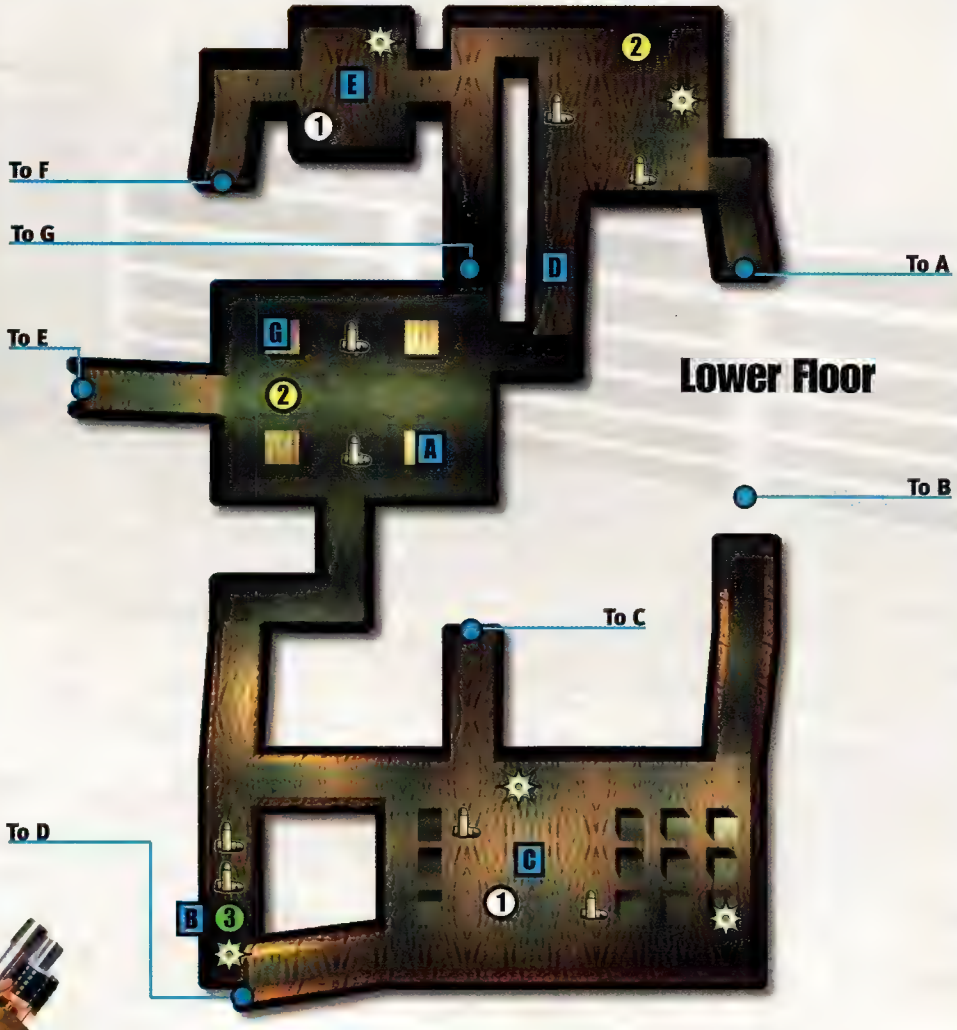
C These pillars add a whole new level of depth to this room. Instead of simply running for cover behind the wall, you can now stay and mix it up in between the pillars.



Upper Floor







D During a team game, this is a great hallway where you can try to get opponents to follow you. Simply wait for them to turn the corner, then have your human (or Simulant) teammate waiting right behind you for the double team. Even when you're by yourself, don't be afraid to stick around this area when properly equipped.

E The crappy slot one weapons are actually placed in out of the way places on this level.

F If you ever get lost in the Temple, make sure to check your surrounding walls that look suspicious. There are quite a few doors that are out of the way and are easy to overlook if you're not paying attention.

G You can cover three angles from this position as long as you get used to looking up once in a while. Expect people to be falling though the Sniper Hole all the time, so just stay off to the side and you'll be able to ambush them.

H When playing a scenario like Capture the Briefcase (which encourages good defense), set it up so you and your teammate can get a firm grasp on this room. The hole is an easy place to locate enemies, but also serves its purpose as an escape route if your opponents spot you camping. *(To prevent them from looking at your screen, simply turn your screen black by holding R + C-down while you're double-crouched. Have your teammate cover your back!)*

Custom Scenario

Nothing is more fun than playing two on two teamplay in the Temple. Especially with the Laptop Gun, FarSight XR-20, plenty of Shields, and a few decent submachine guns. This the one wide open level where pretty much anything goes!

COMPLEX

MAP KEY

- 1 Slot 1
- 2 Slot 2
- 3 Slot 3
- Re-spawn
- 4 Slot 4
- 5 Slot 5
- 6 Slot 6
- Ammo

ARENA STATISTICS

Player Re-spawn Points: 18

Weapon Slot Breakdown

Slot 1: 2 Slot 2: 2
Slot 3: 2 Slot 4: 2
Slot 5: 1 Slot 6: 1

How to Unlock Arena: Open Challenge 5

Complex Overview: The Complex is a large level with plenty of confusing corridors that seem to keep the map fresh every time you play. You'll really need to put in some time to master this level — nearly every single room on the level looks exactly alike.

Points of Interest

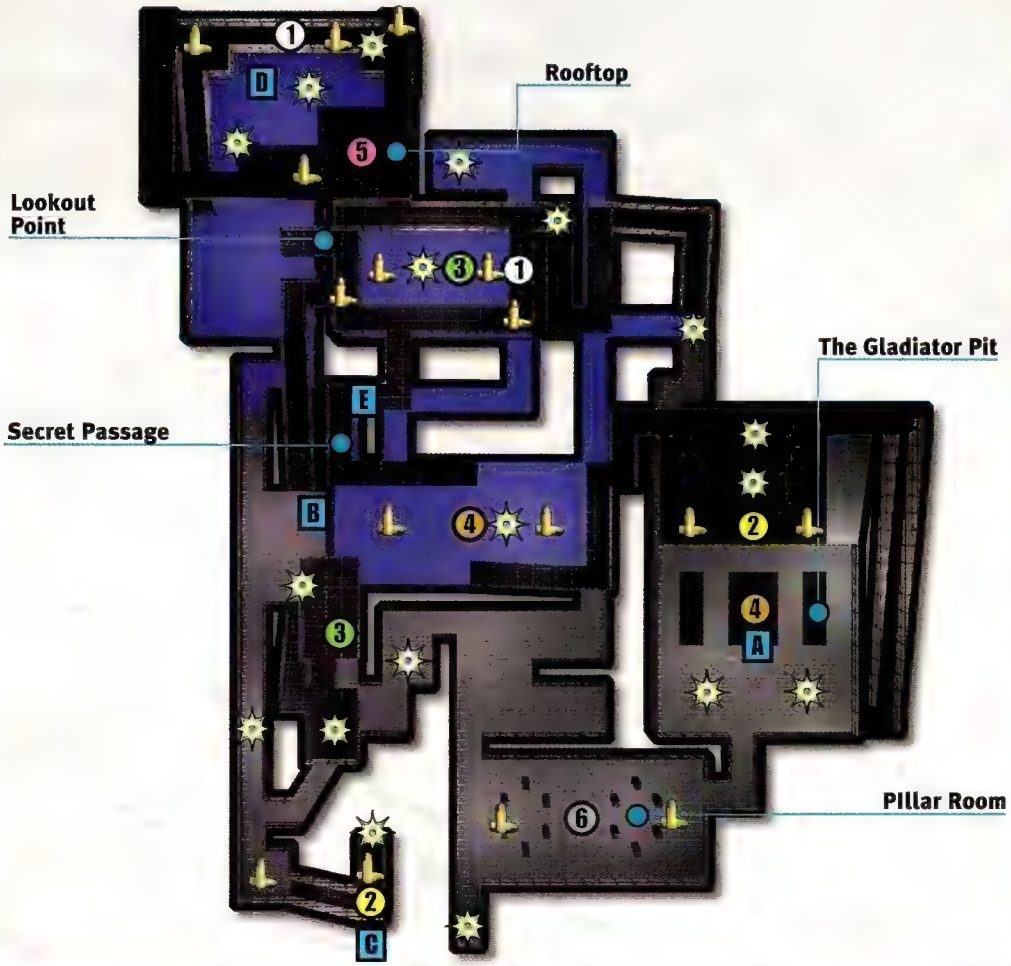
A The Gladiator pit is a good place to go if you're in need of a weapon, or if you're just trying to escape from a pressing enemy.

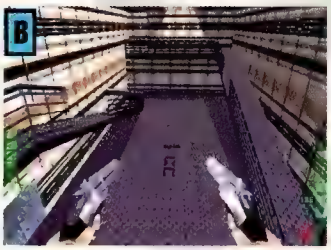
B Take delight in watching your opponents from the safety of this sniper's perch. If the enemy begins to return fire, you can always just slip out through the little hole to the bottom left.

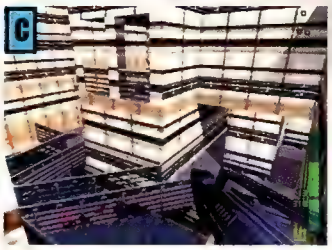
C This corner area is a common place to spawn during a game with four players or more. Grab the slot two weapon and then exit through the back as quickly as you can. (This is a bad camping spot).

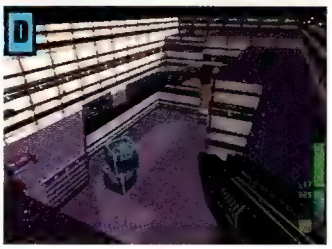
D Climb up on the roof (using the steel grate) to get a better outlook on this room. You'll also find the slot five weapon up top.

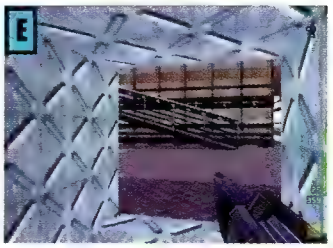
E This junction often gets overlooked because of the time it takes to finally crouch and get through it. Try hiding in there with a FarSight!











FELICITY

ARENA STATISTICS

How to Unlock Arena: Open Challenge 16

Felicity Overview: Felicity (known as Facility in GoldenEye) is one of the fastest paced maps in the game. With four skilled players, you'd be doing well if you could hold out for more than a minute without dying. Its very compact, but chock full of secrets and weapons to keep the gameplay exciting.

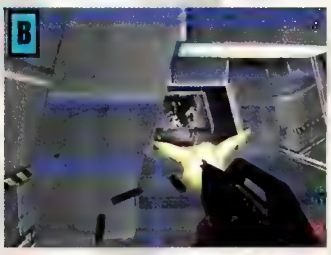
Player Re-spawn Points: 12

Weapon Slot Breakdown

Slot 1: 2	Slot 2: 2
Slot 3: 2	Slot 4: 2
Slot 5: 1	Slot 6: 1

MAP KEY

1 Slot 1	4 Slot 4
2 Slot 2	5 Slot 5
3 Slot 3	6 Slot 6
Re-spawn	Ammo



Points of Interest

A The only major change to the bathroom is with the ventilation shafts — you'll notice that there are two entrances (and three exits) instead of one. Unlike GoldenEye, you can just walk right up into the vents at any time. Once you get up there, you can take the shaft around and to the right to find a new secret passage that drops you down on the main floor (in the hallway).

B The Arches are a good place to make a stand during a Hold the Briefcase scenario. If your team can lock down and control this hallway, you can pretty much guarantee at least a few points.

C This is the central hallway that connects the two halves of the level together. The slot five weapon spawns at the base of the stairwell, and it's usually one of the most heavily trafficked areas.

D This area isn't quite as powerful as it was in GoldenEye, replacing the best weapon spawn on the map with a slot four weapon. Only camp here as a last resort.

E This pillar serves as a great piece of shelter when ambushing players who just so happen to be passing through.

PERFECT DARK

ITEMS AND WEAPONS

APPENDIX

Here's a quick breakdown of the most common items in the game. There's really not too much to tell about them, so we included this list just for good measure.

ITEMSDATA
QUICK INFO

Primary Application: Essentially, the Shield doubles Joanna's health meter, absorbing 100% of the inflicted damage until it is depleted. They are very rare, and only appear once or twice per level.

First Appears On: Level 1

Comments: Find this item whenever you get the chance. Use our Shield list to help you find their locations on every single level.

Shield

Primary Application: Walk up to the computer panel for the door that needs to be unlocked, and attach the Door Decoder. It will work automatically, eventually unlocking the door for you.

First Appears On: Level 6

Comments: There's not much user interface with the Door Decoder. It's the only Perfect Dark item that is truly plug and play!

Door Decoder

Primary Application: The Comms Rider is used to disrupt the air intercept radar on Level 7: Area 51 - Infiltration. (The same icon appears as a Tracer Bug in Level 5: Chicago - Stealth.

First Appears On: Level 7

Comments: Since you only get one shot with items like the Comms Rider (or Tracer Bug), make sure to stop and use the manual aim.

Comms Rider

Primary Application: The R-Tracker shows locations of specific and/or hidden items. A small radar menu will appear in the upper right-hand corner of your screen when you equip it.

First Appears On: Level 4

Comments: The R-Tracker is helpful to locate items. But once you've learned the locations, it's usefulness expires almost immediately.

R-Tracker

Primary Application: The Data Uplink provides a solid link between Joanna and the Carrington Institute, which lets the CI hackers relay information through its data port.

First Appears On: Level 1

Comments: Make sure you stand as close to your target as possible when downloading data. The last thing you want to do is break the connection.

Data Uplink

Primary Application: The IR scanner converts thermal data to visible images. When used in dark places, it can be a light source, and also reveal hidden doors.

First Appears On: Level 14

Comments: We liked using the IR scanner to detect cloaked enemies, and also to lighten up darkened hallways.

IR Scanner

Primary Application: The ECM Mine is designed to jam enemy communications by flooding the signal with interference. Attch it to the target, and go.

First Appears On: Level 1

Comments: Like the Comms Rider, you;ll need to use your manual aim to keep the ECM Mine going exactly where you want it to go.

ECM Mine

Primary Application: The X-Ray scanner is used to look through solid walls and objects. It can often reveal things that IR Scanners and Night Vision goggles cannot.

First Appears On: Level 8

Comments: Use it to check through walls and look for hidden switches/targets. Never use this in a combat situation.

X-Ray Scanner

Primary Application: All three can be flown like a remote controlled airplane. Used for: infiltrating, snapping pictures, creating disturbances, or sedating enemies.
First Appears On: CamSpy: Level 2, BombSpy: Level 5, DrugSpy: Level 10

Comments: You can leave your Spies in position for later use. Just switch to and from them with the Quick Select menu.

CamSpy BombSpy DrugSpy

Primary Application: Trick your enemies into thinking you're someone else. It only works with isolated cases, so don't expect to use it often.

First Appears On: Level 10

Comments: Play the part with your disguise and make sure not to equip any weapons. If you do, you'll be detected and immediately attacked.

Disguise

Primary Application: The Night Vision goggles enhance light in dark areas while highlighting any lifeforms in the area. Bright lights will overload the circuitry.

First Appears On: Level 3

Comments: Avoid bright lights at all costs, or you'll get that horrible "whitewash" effect that's all too common in video games today.

Night Vision

Primary Application: Disrupts the visible spectrum of light around the bearer, creating an almost perfect chameleon effect. Otherwise known as the Predator cloak.

First Appears On: Level 18

Comments: Note that you can only stay cloaked if you choose not to fire your weapon. The moment you fire, you pop out of cloak .

Cloaking Device

WEAPONSDATA
SOLO & MULTIPLAYER

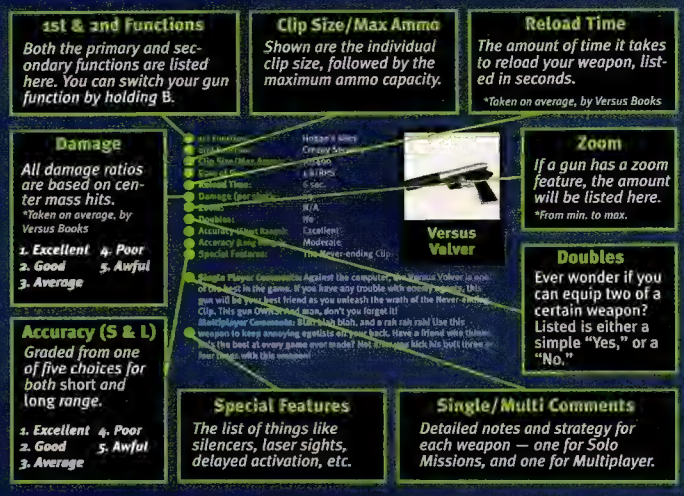
The following eight pages are to be used as your reference for ALL of the available weapons in Perfect Dark. We even included all of the classic GoldenEye 007 weapons!

How To Use the Weapons Chart

Everybody knows that a first person shooter strategy is never quite complete without a detailed weapon analysis, right? So on the following pages, you'll find all of the weapons available in Perfect Dark outlined in full detail, after hours and hours of hardcore examination by our team of Perfect Dark fanatics. Even if you aren't hardcore enough to use this info the way it was meant to be used (for strategy and such), you have to admit that it's pretty darn cool looking! Isn't it? So give it a glance, absorb what you can, and become the Perfect Dark master!

To the right, you'll find an informative "What Does That Mean?" chart, breaking down each of the various attributes along with a sample weapon.

**Note: The weapon in the chart to the right is completely fictional (used as an example), and is not actually part of the game Perfect Dark in any way, shape, or form.*


1st & 2nd Functions
Both the primary and secondary functions are listed here. You can switch your gun function by holding B.
Clip Size/Max Ammo
Shown are the individual clip size, followed by the maximum ammo capacity.
Reload Time
The amount of time it takes to reload your weapon, listed in seconds.
*Taken on average, by Versus Books
Damage
All damage ratios are based on center mass hits.
*Taken on average, by Versus Books
1. Excellent 4. Poor
2. Good 5. Awful
3. Average
Versus Velver
Zoom
If a gun has a zoom feature, the amount will be listed here.
*From min. to max.
Doubles
Ever wonder if you can equip two of a certain weapon? Listed is either a simple "Yes," or a "No."
Accuracy (S & L)
Graded from one of five choices for both short and long range.
1. Excellent 4. Poor
2. Good 5. Awful
3. Average
Special Features
The list of things like silencers, laser sights, delayed activation, etc.
Single/Multi Comments
Detailed notes and strategy for each weapon — one for Solo Missions, and one for Multiplayer.

1st Function:	Punch
2nd Function:	Disarm
Clip Size/Max Ammo:	N/A
Rate of Fire:	2.5 HPS
Reload Time:	N/A
Damage (per shot):	Awful
Zoom:	N/A
Doubles:	Yes, default
Accuracy (short range):	Average
Accuracy (long range):	N/A
Special Features:	Causes motion blur

Unarmed

Single Player Comments: The secondary feature (Disarm) is one of the most useful attacks in the single player game — we can't even begin to list how many times this got us out of trouble. As an all out assault weapon however, your fists (Punch) should be used as an absolute last resort.

Multiplayer Comments: It's probably not a good idea to purposely attack other players while you're unarmed, although the motion blur effect caused by repeated punching will make them get frustrated easily. A disoriented enemy will be severely handicapped in aim, movement, and general reaction time. This is a good thing, man!

1st Function:	Knife Slash
2nd Function:	Throw Poison Knife
Clip Size/Max Ammo:	10
Rate of Fire:	1st: 1.0 HPS 2nd: .06 HPS
Reload Time:	N/A
Damage (per shot):	1st: Excellent 2nd: Excellent
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Excellent
Accuracy (long range):	N/A
Special Features:	Delayed activation

Combat Knife

Single Player Comments: The Knife Slash inflicts some serious damage, but just doesn't appear often enough to learn how to use it. The Poison Knives travel only around 15 feet in game — not very far by anyone's standards. The one good thing about the knife is that when it finally connects, it will kill an enemy in exactly SIX seconds. Once the poison kicks in, there's no stopping it.

Multiplayer Comments: The Poison Knife works a bit different in multiplayer, taking off about 90% of your enemy's health bar if it connects. It also causes moderate motion blur, which is a great secondary effect. The Knife Slash is worthless if you're playing against skilled players — you'll never get close enough to use it!

1st Function:	Single Shot
2nd Function:	Pistol Whip
Clip Size/Max Ammo:	8/800
Rate of Fire:	5.3 RPS
Reload Time:	1.8 sec.
Damage (per shot):	1st: Average 2nd: Awful
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Laser sight

Falcon 2

Single Player Comments: Joanna's standard weapon turns out to be one of her best — it's overall reliability is unrivaled by any other handgun in the game, period. Even from extreme distances, it stays both powerful and accurate. And since this is the only gun that appears on almost EVERY level of the single player game, we highly recommend you get used to it — and learn it well!

Multiplayer Comments: When you compare it to other handguns in the game, the Falcon 2 is definitely one of the best. But when you pit it up against brawlers like the Callisto NTG, or the Dragon, there's no comparison. A high rate of fire, solid damage, eight rounds per clip, and a decent reload time make it a very good back-up weapon at the very least.

1st Function:	Single Shot
2nd Function:	Pistol Whip
Clip Size/Max Ammo:	8/800
Rate of Fire:	5.7 RPS
Reload Time:	1.8 sec.
Damage (per shot):	1st: Average 2nd: Awful
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Silencer

Falcon 2 (silenced)

Single Player Comments: Although some of the stats are slightly different, for all intensive purposes, the Falcon 2 (silenced) is the very same gun as the standard Falcon 2. Without the loud sound and muzzle flash however, the silenced version lends itself well for stealth based missions where excessive noise is not an option. If you're in an area where you don't want enemies to be alerted by your presence, use the Falcon 2 (silenced).

Multiplayer Comments: First off, using silenced weapons in the multiplayer mode doesn't really make much sense. So with that stated, the Falcon 2 (silenced) is treated exactly like the standard Falcon 2 in the multiplayer scenarios — it's a decent back-up weapon.

1st Function:	Single Shot
2nd Function:	Pistol Whip
Clip Size/Max Ammo:	8/800
Rate of Fire:	5.2 RPS
Reload Time:	1.8 sec.
Damage (per shot):	1st: Average 2nd: Awful
Zoom:	1.00 - 2.00X
Doubles:	Yes
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Scope, for extra zoom

Falcon 2 (scope)

Single Player Comments: The scope really makes the Falcon 2 a much more useful weapon than its standard counterpart. It can get very difficult to judge where your enemies are without a scope, so even the mild 2.00X zoom can make a WORLD of difference when fighting from mid to long range. Since the Falcon 2 has almost perfect accuracy, the zoom feature lets you fight from long distance without wasting precious ammunition. *(This is great for Perfect Agent).*
Multiplayer Comments: Of all the Falcon 2s, the scoped version is by far the best for multiplayer. Although most of the time, you won't have any time to stop and use the manual aim. If you do have the time however, the 2.00X scope comes in handy.

1st Function:	Single Shot
2nd Function:	3-Round Burst
Clip Size/Max Ammo:	9/800
Rate of Fire:	1st: 6.5 RPS 2nd: 6.5 RPS
Reload Time:	1.9 sec.
Damage (per shot):	1st: Average 2nd: Average
Zoom:	1.00 - 2.40X
Doubles:	Yes
Accuracy (short range):	Good
Accuracy (long range):	Awful
Special Features:	N/A

MagSec4

Single Player Comments: On one hand, the Magsec 4 is a very powerful handgun that does decent damage. But on the other hand, it has horrible long range accuracy, keeping the gun limited to close range battle. The burst fire mode is nice, but the long delay between bursts makes the overall rate of fire drop from the primary mode (see stats above). The jury is still split on whether or not this gun is actually worth all the trouble.
Multiplayer Comments: The MagSec 4 has some crazy inaccuracy that actually works to your advantage in multiplayer. For newbie players, the scattered shots seem to work well against both bots and players alike. As long as you don't go head to head with a Mauler, you'll do fine with the MagSec 4.

1st Function:	Single Shot
2nd Function:	Charge-Up Shot
Clip Size/Max Ammo:	20/800
Rate of Fire:	3.9 RPS
Reload Time:	2.0 sec.
Damage (per shot):	1st: Average 2nd: One-Hit Kill
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Good
Accuracy (long range):	Average
Special Features:	Mix up Single Shots & Charge-Ups

Mauler

Single Player Comments: When using its second function, the Mauler is truly one of the top five guns in the game. It deals a tremendous amount of flak for its small size, giving it the one-two combo of both a decent rate of fire and crazy damage that few guns can match. Watch for it in later levels, but don't expect to obtain it often.
Multiplayer Comments: The primary fire mode (Single Shot) works just like a sub-machine gun — you just need to hold down the fire button and you'll get a very solid (and consistent) 3.9 RPS. The high magazine capacity, and extremely powerful secondary mode (one-hit kills when fully charged) makes the Mauler the best of the pistols in the multiplayer arenas. As Makaveli would say, "Enemy owned!"

1st Function:	Single Shot
2nd Function:	Explosive Shells
Clip Size/Max Ammo:	8/800
Rate of Fire:	7.3 RPS
Reload Time:	2.2 sec.
Damage (per shot):	1st: Average 2nd: Excellent
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Good
Accuracy (long range):	Average
Special Features:	Splash Damage

Phoenix

Single Player Comments: Few weapons in the game have both a useful primary and secondary mode like the Phoenix. The Single Shot is your standard fare laser, with a high rate of fire and a decent amount of damage per shot. The Explosive Shells on the other hand... "Whoa Nellie!" they pack quite a punch. The splash radius is about one quarter of a Devastator round, which is still enough to do massive damage.
Multiplayer Comments: The Explosive Shells are the mode of choice dishing out massive damage in a very short period of time. The eight round magazine is very small, which forces you to reload much too often in the heat of battle. If you're a straight shooter, you'll be scoring kills with about two or three solid hits (against an un-shielded opponent).

1st Function:	Single Shot
2nd Function:	Pistol Whip
Clip Size/Max Ammo:	6/200
Rate of Fire:	1.2 RPS
Reload Time:	3.3 sec.
Damage (per shot):	1st: Good 2nd: Awful
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Perfect
Accuracy (long range):	Perfect
Special Features:	Door/box penetration

DY357 Magnum

Single Player Comments: Great for penetrating doors, or even multiple enemies. Overall though, the gun just seems to be a bit too slow for the extremely fast pace of this game. The reload time is awful, and the maximum ammo limit of six rounds just doesn't quite make the cut. The DY357s best attribute is clearly the accuracy — it's absolutely FLAWLESS from both close and long range.
Multiplayer Comments: There aren't many good things to say about the Magnum in multiplayer mode, aside from the fact that it regularly penetrates doors. The horrendous rate of fire, high reload time, and awkward shot delay make it the deathmatchers worst nightmare. "Hey Raddock, throw me an auto!"

1st Function:	Single Shot
2nd Function:	Pistol Whip
Clip Size/Max Ammo:	6/200
Rate of Fire:	0.9 RPS
Reload Time:	3.3 sec.
Damage (per shot):	1st: One-Hit Kill 2nd: Awful
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Perfect
Accuracy (long range):	Perfect
Special Features:	One-Hit Kills

DY357-LX (Gold Magnum)

Single Player Comments: A very specialized weapon created for Trent Easton, the DY357-LX uses the same shell as the DY357 Magnum. When you break it down even further, it's a very different weapon altogether. The rate of fire is considerably lower (if you can believe that's possible), but in return, the rounds do amazing amounts of damage. So much damage in fact, the shots kill whatever they hit on the first shot. It's the Golden Gun from GoldenEye 007, without the crappy one round magazine.
Multiplayer Comments: As a one-hit kill weapon, the DY357-LX won't be getting much play time among hardcore deathmatchers (unless you like one-hit kills). It's ok as a slot six weapon, but that's about it.

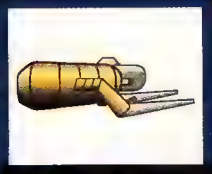
WEAPONSDATA
SOLO & MULTIPLAYER

1st Function:	Rapid Fire
2nd Function:	Follow Lock-On
Clip Size/Max Ammo:	32/800
Rate of Fire:	13.5 RPS
Reload Time:	2.5 sec.
Damage (per shot):	Average
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Average
Accuracy (long range):	Poor
Special Features:	None

CMP150

Single Player Comments: The "gun that sounds like a laser" will shortly become your best friend in the solo-missions (for many reasons). You get a 32 round clip, which lets you get about 2.5 seconds of full-auto fire. If you use it with short controlled bursts, it becomes much more efficient by conserving ammo and staying more accurate. It's a really well rounded gun that appears quite frequently, so get used to it.
Multiplayer Comments: In conjunction with the Follow Lock-On feature, the CMP150 is one of the most well-rounded guns in the multiplayer mode. Although the damage (per shot) is relatively weak, the high rate of fire enables you to cut opponents down to size in seconds.

1st Function:	Rapid Fire
2nd Function:	Magazine Discharge
Clip Size/Max Ammo:	50/800
Rate of Fire:	1st: 14.2 RPS 2nd: 26.9 RPS
Reload Time:	2.8 sec.
Damage (per shot):	Poor
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	1st: Average 2nd: Awful
Accuracy (long range):	1st: Average 2nd: Beyond Awful
Special Features:	None



Cyclone

Single Player Comments: The Cyclone has several things that keep it from being our favorite submachine gun. First and foremost, the secondary function is absolutely worthless and should be avoided at all costs. *(The accuracy goes right down into the dumpster).* The other major problem is the rate of fire, which is much too high for levels like Air Force One.
Multiplayer Comments: The 50 round clip and insane rate of fire give a new definition to the term "spray and pray." We're serious! You can cover entire rooms with the spread on that Magazine Discharge! The damage (per shot) is low, but with a rate of fire at over 26 RPS, it's to be expected.

1st Function:	Rapid Fire
2nd Function:	High Impact Shells
Clip Size/Max Ammo:	32/800
Rate of Fire:	1st: 14.1 RPS 2nd: 5.0 RPS
Reload Time:	2.7 sec.
Damage (per shot):	1st: Average 2nd: Excellent
Zoom:	N/A
Doubles:	No
Accuracy (short range):	1st: Average 2nd: Poor
Accuracy (long range):	1st: Poor 2nd: Poor
Special Features:	Door/Box Penetration

Callisto NTG

Single Player Comments: A show stopper in almost every category except accuracy, the Callisto NTG is a bad street brawler for close quarters battle. In Rapid Fire mode, the Callisto NTG shreds through ammo like there's no tomorrow — not exactly a good thing if you're playing on Perfect Agent. You'll need to learn to use the secondary mode (High Impact Shells) with short controlled bursts for maximum efficiency.
Multiplayer Comments: This weapon is easily one of the top five multiplayer weapons with both an excellent primary and secondary mode. If you're looking for a high rate of fire, keep it on primary mode and let the lasers rip! But if you're looking to pack some power, use the secondary mode to stop opponents dead in their tracks.

1st Function:	Rapid Fire
2nd Function:	Cloak
Clip Size/Max Ammo:	120/800
Rate of Fire:	18.0 RPS
Reload Time:	3.0 sec.
Damage (per shot):	Average
Zoom:	N/A
Doubles:	No
Accuracy (short range):	Good
Accuracy (long range):	Good
Special Features:	Cloak drains 20 RPS

RC-P120

Single Player Comments: With a 120 round clip and a rate of fire at 18 RPS, the RC-P120 is almost as ridiculous as the RCP-90 was from GoldenEye 007. As if that weren't enough, you can also switch to your secondary and use a Cloaking Device! Your best bet is to use the ammo sparingly, and don't be afraid to switch to the cloak if the enemies get too thick.
Multiplayer Comments: Another gun that is hands down top three material, the RCP-120 is almost too powerful. The damage is decent, and the rate of fire is insane. Combined with a 120 round clip you get just over 6.5 seconds of full-auto fire per clip! That's the most concentrated and damaging fire you'll get out of any gun in the game. "Rock on, Super Game Master!"

1st Function:	Burst Fire
2nd Function:	Sentry Gun
Clip Size/Max Ammo:	50/800
Rate of Fire:	16.0 RPS
Reload Time:	2.5 sec.
Damage (per shot):	Average
Zoom:	1.00-2.00X
Doubles:	No
Accuracy (short range):	Good
Accuracy (long range):	Average
Special Features:	Sentry Gun is reloadable

Laptop Gun

Single Player Comments: Although you won't be using the Sentry Gun very much, the primary mode still serves its purpose as a well-rounded machine gun. The zoom is decent (2.00x), and it has an unusually large clip (50 rounds). If you decide to use single shots, the Laptop Gun can be used as a sniper gun with astonishing effectiveness.
Multiplayer Comments: In multiplayer, the Sentry Guns are the most annoying things in the world (next to the FarSight XR-20, of course). The best technique is to throw them high up on a wall (preferably above a door). When entering a room, human players have a tendency to always check horizontally before they check vertically, so why not use it to your advantage.

1st Function:	Rapid Fire
2nd Function:	Proximity Self-Destruct
Clip Size/Max Ammo:	30/400
Rate of Fire:	11.3 RPS
Reload Time:	2.0 sec.
Damage (per shot):	1st: Average 2nd: One-Hit Kill
Zoom:	1.00-2.00X
Doubles:	No
Accuracy (short range):	Good
Accuracy (long range):	Average
Special Features:	Empty a clip, then use the mine!

Dragon

Single Player Comments: The Dragon is a very well rounded gun that cuts through enemies like a hot knife through butter. To milk it for everything its got, make sure to use up all of your rounds, then place it as a Proximity Mine.
Multiplayer Comments: In multiplayer, the primary mode is every bit as useful as any other machine gun. The 30 round clip seems to expire a bit too fast in the middle of a firefight though, and often leaves the user hanging. The secondary mode is pure evil, especially when someone places a Proxy Dragon right on top of the Dragon re-spawn point (to create confusion). "Hey, I think I'll go pick up that Dragon over there... BOOM! Who the @!$% did that?"

1st Function:	Burst Fire
2nd Function:	Threat Detector
Clip Size/Max Ammo:	25/400
Rate of Fire:	14.7 RPS
Reload Time:	2.5 sec.
Damage (per shot):	Good
Zoom:	1.00 - 3.00X
Doubles:	No
Accuracy (short range):	Good
Accuracy (long range):	Average
Special Features:	Locate hazards through walls

K7 Avenger

Single Player Comments: Designed as an experimental weapon, the K7 Avenger absolutely shakes the walls in the solo-missions. Great stopping power, a nice rate of fire, and good accuracy make it the most powerful full-sized rifle in the game. Since it only has a 25 round clip, you'll need to shoot it in spurts, making sure to only expend the four or five shots per enemy (and nothing more).
Multiplayer Comments: The K7 suffers a slight disadvantage in the multiplayer game due to its low magazine capacity, but more than makes up for it with the handy secondary mode. When playing a game with Laptop Guns (or mines), the K7 will detect 'em for ya! *(Keep the weapon set on Threat Detector to emphasize their locations).*

1st Function:	Burst Fire
2nd Function:	Use Scope
Clip Size/Max Ammo:	30/400
Rate of Fire:	12.1 RPS
Reload Time:	2.5 sec.
Damage (per shot):	Average
Zoom:	1.00 - 3.00X
Doubles:	No
Accuracy (short range):	Good
Accuracy (long range):	Poor
Special Features:	Ability to move while zoomed

AR34 Assault Rifle

Single Player Comments: The AR34 is an average assault weapon that works well for short ranged applications. If you plan on attacking enemies from afar however— well, lets just say that you shouldn't plan on attacking enemies from afar. D'oh! Seriously, the accuracy is awful unless you're double-crouched. And we all know how impractical it is to double-crouch during a firefight.
Multiplayer Comments: The horrible accuracy might actually help players with bad aim in the multiplayer mode. When the frame rate drops, it won't really make much difference what you're shooting or where you're shooting — just that the gun is spewing out bullets at a trusty 12 RPS.

1st Function:	Rapid Fire
2nd Function:	Grenade Launcher
Clip Size/Max Ammo:	1st: 30/400 2nd: 6/40
Rate of Fire:	1st: 11.1 RPS 2nd: 2.6 RPS
Reload Time:	2.2 sec.
Damage (per shot):	1st: Average 2nd: One-Hit Kill
Zoom:	1.00-2.00X
Doubles:	No
Accuracy (short range):	Good
Accuracy (long range):	Average
Special Features:	Splash damage (secondary)

SuperDragon

Single Player Comments: A unanimous vote for "Best Weapon in the Game," the SuperDragon has it all. The rate of fire is just right, the max ammo and clip size are perfect, the 2.00x zoom is more than enough, and the secondary mode is just god-like. Although the splash damage is considerably less than the Devastator, it still does more than enough damage to kill an enemy in just one shot.
Multiplayer Comments: This gun zooms and booms its way through the multiplayer mode like no other. It is THE weapon to acquire inside the arenas, much like the RCP-90 was in GoldenEye 007. Do yourself a favor and keep this weapon scarce (slot 5 or higher) to create some very intense multiplayer games.

1st Function:	Shotgun
2nd Function:	Double Blast
Clip Size/Max Ammo:	9/100
Rate of Fire:	1st: 0.8 RPS 2nd: 1.3 RPS
Reload Time:	per 9: 7.0 sec. per 1: 2.6 sec.
Damage (point blank):	1st: Excellent 2nd: One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	Awful
Accuracy (long range):	Beyond Awful
Special Features:	Crappy spread damage

Shotgun

Single Player Comments: What could have been one of the best guns in the game (with some decent spread damage, and a higher rate of fire), actually turned out to be one of the worst. When you look at the damage (from point blank), the gun looks impressive. The problem is that you literally have to be at point blank range with a completely still enemy for it to work. And we all know how often that situation comes up...
Multiplayer Comments: Unfortunately, there really isn't anything good to say about the Shotgun in multiplayer either. Maybe because of the simply ridiculous reload time, or possibly the weak-ass spread damage. The consistency from shot to shot is unlike any other weapon in the game — it's simply way too unreliable in a clinch situation. Oh, the horror...

1st Function:	Reapage
2nd Function:	Grinder
Clip Size/Max Ammo:	200/800
Rate of Fire:	27.0 RPS
Reload Time:	3.8 sec.
Damage (per shot):	1st: Average 2nd: Poor
Zoom:	N/A
Doubles:	No
Accuracy (short range):	Awful
Accuracy (long range):	Beyond Awful
Special Features:	High accuracy when double-crouched

Reaper

Single Player Comments: The Reaper is another one of those weapons that looks good on paper, but then you actually play around with it and find out that "it ain't so good!" The gun was obviously designed to throw out as much flak possible in the shortest amount of time available. In theory, this sounds great. But in actuality, the bullets never seem to hit what you're aiming at. Only when you double-crouch does it become remotely useful.
Multiplayer Comments: Ugh... this gun is almost as bad as the Shotgun (if that's possible). The 200 round clip doesn't do much good when 175 of them miss what you're aiming at. The secondary mode is WAY too underpowered (it should kill opponents instantly).

1st Function:	Single Shot
2nd Function:	Crouch
Clip Size/Max Ammo:	8/400
Rate of Fire:	3.1 RPS
Reload Time:	3.0 sec.
Damage (per shot):	Good
Zoom:	1.00-30.00X
Doubles:	No
Accuracy (short range):	Perfect
Accuracy (long range):	Perfect
Special Features:	Adjustable zoom up to 30X!

Sniper Rifle

Single Player Comments: It's obvious that Rare really wanted to make the Sniper Rifle something special. The gun responds and controls well, achieving a decent rate of fire for the amount of power it packs. Don't be afraid to use the Sniper Rifle without the manual aim. We found ourselves using it quite often in close to medium range applications. It's one of only two guns in the game with PERFECT accuracy.
Multiplayer Comments: This gun isn't really what the name implies during a multiplayer game. Most of the sniping in multiplayer comes from a gun with a high rate of fire (above 10 RPS) — something the Sniper Rifle just doesn't have. It can be fun for larger levels like the Fortress where you can actually use the zoom to your advantage.

WEAPONSDATA
SOLO & MULTIPLAYER

1st Function:	Rail-Gun Effect
2nd Function:	Target Locator
Clip Size/Max Ammo:	8/100
Rate of Fire:	0.6 RPS
Reload Time:	2.7 sec.
Damage (per shot):	One-Hit Kill
Zoom:	Yes (Hold R, press C-Up or Down)
Doubles:	No
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	X-Ray Vision/Manual Aim

Farsight XR-20

Single Player Comments: The FarSight XR-20 has the same infrared ability as the X-Ray Scanner (which enables you to see through walls and doors). Both the primary and secondary modes are a one-hit kill on any enemy (unless they have a Shield, in which case they take two shots). It's by far the most innovative of all the guns in Perfect Dark, even if it is also the most cheesy.
Multiplayer Comments: The FarSight was originally designed to prevent camping, but we think it has only made things worse! Once a player finds a FarSight, they immediately find a good hiding spot and then snipe people until they're found. Tinkering with the FarSight is fun, but it really has no place in a competitive multiplayer deathmatch game like Perfect Dark.

1st Function:	Grenade Launcher
2nd Function:	Wall-Hugger
Clip Size/Max Ammo:	8/40
Rate of Fire:	1.0 RPS
Reload Time:	2.4 sec.
Damage (per shot):	One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	N/A
Accuracy (long range):	N/A
Special Features:	Grenades bounce, splash damage

Devastator

Single Player Comments: The Devastator does exactly what its name implies — it devastates. The massive splash radius on each grenade is enough to fill up entire rooms with a fiery haze. The secondary mode is a Wall-Hugger (a grenade that sticks to walls), which works well for specific applications. Each shot has a two second delay from the time it connects until it finally disconnects and falls to the ground.
Multiplayer Comments: Once you get adept with the Devastator, you'll learn to bounce grenades off walls and around corners with ease. A solid technique is to walk backward as you let grenades get "chain-combos" from exploding on top of one another. *(The grenades won't actually detonate until they touch the ground, or another player).*

1st Function:	Rocket Launch
2nd Function:	Targeted Rocket
Clip Size/Max Ammo:	1/3
Rate of Fire:	0.5 RPS
Reload Time:	2.5 sec.
Damage (per shot):	One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Standard rockets are FAST!

Rocket Launcher

Single Player Comments: Standard rockets move 7X faster than targeted ones, making them the obvious choice in almost any situation. Having a maximum rocket capacity of three makes the gun a bit too impractical.
Multiplayer Comments: Throw a Rocket Launcher (RL) in the arena and watch the frag count climb up into the stratosphere. The standard rockets are extremely hard to dodge from mid-range due to their utterly gigantic splash radius (like the Devastator, it literally fills up an entire room). The Targeted Rockets are absolutely worthless in small boxy levels, and even more so in wide open arenas. The rocket speed is so slow that a human player could easily outrun a rocket — then quickly take shelter in a completely new room or area. Stick to the primary mode for best results.

1st Function:	Rocket Launch
2nd Function:	Fly-By-Wire Rocket
Clip Size/Max Ammo:	1/3
Rate of Fire:	0.4 RPS
Reload Time:	3.5 sec.
Damage (per shot):	One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Control speed of rocket

Slayer

Single Player Comments: You'll only have a chance to use them twice in the solo-missions, for which they serve their purpose well. It's basically a glorified RL with a totally wicked secondary function.
Multiplayer Comments: The standard rockets are 2X faster than the Fly-By-Wire rockets, making them the obvious choice when opponents are at close or mid range. The Fly-By-Wire rockets are also very useful, especially because you can slow down the speed of the rocket (to a near halt) by holding the R button. Since there are no fuel or time limits when piloting these things around, feel free to hide your character in a safe spot and then creep around in first person with your rocket. Cheapness! *(Detonate your Fly-By-Wire rocket on command by pressing the Z trigger).*

1st Function:	Sedate
2nd Function:	Instant Kill
Clip Size/Max Ammo:	5/69
Rate of Fire:	3.4 RPS
Reload Time:	Full: 5.0 sec. 1 bolt: 1.8 RPS
Damage (per shot):	1st: Poor 2nd: One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Non-lethal to guards

Crossbow

Single Player Comments: The Crossbow is great when you need to take out guards without killing them. The Sedate feature only puts them into a very DEEP sleep, so you don't have to be sorry about hitting neutral characters with this mode. The Instant Kill function is excellent, but the problem is that you rarely (if ever) need to use it.
Multiplayer Comments: The Crossbow is probably one of the worst weapons in the multiplayer game, primarily because it has only a five shot capacity, and a low rate of fire (for the damage it dishes out). When an enemy is rushing you with a submachine gun, five Crossbow bolts aren't nearly enough to stop them. The Instant Kill feature is nice, but often nullified by a skilled player with some decent strafing.

1st Function:	Sedate
2nd Function:	Lethal Injection
Clip Size/Max Ammo:	8/200
Rate of Fire:	1st: 5.2 RPS 2nd: 1.3 HPS
Reload Time:	2.0 sec.
Damage (per shot):	1st: Awful 2nd: One-Hit Kill
Zoom:	1.00 -2.00X
Doubles:	No
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Non-lethal to guards

Tranquilizer

Single Player Comments: The standard Sedate works wonders in the solo-missions, inflicting massive disorientation to anyone it hits. Pump guards with five or six sedatives and they'll be rendered completely useless. Lethal Injection kills your enemy on the first hit It uses up four sedatives per shot, but almost seems like a waste since the darn thing never connects! Enemies need to be at a stand-still for the Lethal Injection to work with regularity. Two thumbs down.
Multiplayer Comments: The standard sedate works wonders in the multiplayer game — it's definitely the best weapon to use if you're trying to disable (or reduce) your opponent's efficiency. They inflict little actual damage, but more than make up for it with the massive motion blur.

1st Function:	Pulse Fire
2nd Function:	Short Range Stream
Clip Size/Max Ammo:	Infinite ammo
Rate of Fire:	2.6 RPS
Reload Time:	N/A
Damage (per shot):	1st: Poor 2nd: Awful
Zoom:	N/A
Doubles:	No
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	Continuous fire, no reloads!

Laser

Single Player Comments: The Laser is the only weapon in the game other than your Punch that has unlimited ammo. And like the Punch, the Laser suffers from extremely low damage per shot. The secondary mode sounds good in theory, but is actually used for special tasks other than fighting. Mainly, to cut through doors and locks.
Multiplayer Comments: The primary mode is decent, but the secondary mode is pure disappointment. It's basically a stream that stays on continual fire until you release the trigger. The range happens to be really, REALLY short — around five feet in-game to be exact. Even so, you'd figure that the damage would be decent right? WRONG! It takes about four or five seconds of stream to kill just a standard unshielded enemy.

1st Function:	4-Second Fuse
2nd Function:	Proximity Pinball
Clip Size/Max Ammo:	12
Rate of Fire:	0.6 PPS
Reload Time:	N/A
Damage (per shot):	One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	N/A
Accuracy (long range):	N/A
Special Features:	Delayed activation (hold Z)

Grenade

Single Player Comments: Proximity Pinballs can be super dangerous when used in tight corridors, so make sure that you're completely aware of your surroundings before you throw one. Every once in a while though, they serve their purpose (blast the Sentry Turrets on Level 7).
Multiplayer Comments: Grenades work great for defense, or for tossing into smaller areas as room clearers. Watch out for the occasional crazy player who will pull the pin and then charge into a group of people hoping to take them all out with him. Since there is a four second delay, you can pull the pin and hold it for as long as you like before you finally let it go. Just press and hold the Z trigger to pull the pin, the let it go when you — but don't wait too long!

1st Function:	Impact Detonation
2nd Function:	Proximity Detonation
Max Ammo:	10
Rate of Fire:	0.6 PPS
Reload Time:	N/A
Damage (per shot):	Average
Zoom:	N/A
Doubles:	No
Accuracy (short range):	N/A
Accuracy (long range):	N/A
Special Features:	Drop equipped weapon

N-Bomb

Single Player Comments: Inflict serious motion blur, moderate damage, and make the enemy drop their equipped weapon in one shot! Sound appealing? The N-Bomb is the most specialized of all the explosives, and it works great to confuse the crap out of enemies in the solo-missions. You won't find them often, but when you do you'll be loving them.
Multiplayer Comments: N-Bombs are a great weapon to put in slot six, mainly because they are more like a specialty item than a weapon. The motion blur inflicted by an N-Bomb is the highest amount you can possibly dish out — it makes the game almost unplayable to whoever is on the receiving end. The explosion has a 15 foot radius (in-game), so make sure you're at least twice that distance before you throw one.

1st Function:	Timed Explosive
2nd Function:	Threat Detector
Max Ammo:	10
Rate of Fire:	1.2 PPS
Reload Time (per shot):	N/A
Damage (per shot):	One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	N/A
Accuracy (long range):	N/A
Special Features:	4.5 seconds until detonation

Timed Mine

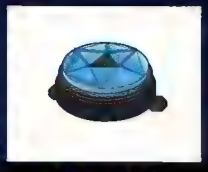
Single Player Comments: Timed Mines aren't very common in the solo-missions, so there's not too much to say about their overall usefulness. They have a 15-20 foot throw range in-game (depending on the arc you throw them at), and they take about 4.5 seconds to detonate from the time they leave your hands.
Multiplayer Comments: Definitely the least useful of all the mines in multiplayer, the TImed Mines are just way too hard to use effectively. The 4.5 second delay is fixed, and there is no way you can change the delay like you can with Grenades (by buffering it with the Z trigger). The damage is awesome (if you can get someone to walk into the explosion), but they're just too specialized to be useful.

1st Function:	Proximity Explosion
2nd Function:	Threat Detector
Max Ammo:	10
Rate of Fire:	1.2 PPS
Reload Time:	N/A
Damage (per shot):	One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	N/A
Accuracy (long range):	N/A
Special Features:	5 ft. detection range in game

Proximity Mine

Single Player Comments: One thing to remember when planting Proximity Mines is that they can set each other off if you keep throwing them in the same area. With that in mind, you should also know that they have around a 15-20 foot throw range in-game, with a 4.5 second delay until the mine actually goes active (and begins detecting for proximity). This gives you a small window to run past them if need be.
Multiplayer Comments: Anyone who played GoldenEye 007 surely has about a godzillion stories to tell you about those rotten Proximity Mines. They're cheap, and they're very powerful. And to top it off, they usually kill you before you even know what the heck happened! They are survivable if you have a Shield and some space to run away from the blast.

1st Function:	Remote Explosion
2nd Function:	Detonate
Max Ammo:	10
Rate of Fire:	0.9 PPS
Reload Time:	N/A
Damage (per shot):	One-Hit Kill
Zoom:	N/A
Doubles:	No
Accuracy (short range):	N/A
Accuracy (long range):	N/A
Special Features:	Instant detonate (press A+B)

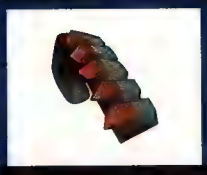


Remote Mine

Single Player Comments: Like the other two types, the Remote Mines also have about a 15-20 foot throw range in-game. The one cool thing about these mines that separate them from the pack is the ability to detonate them on command. Simply press A + B at the same time to perform the instant detonation trick. With a five pack of these puppies, you can easily take out a room full of enemies with little effort.
Multiplayer Comments: The best mines for this mode, the Remote Mines are borderline top five material (even against machine guns and the like). If someone is skilled with a pack of mines, your best bet is to steer clear of them. A good tactic is to draw people into small corridors and make them get trapped inside the splash damage. Brutal power!

WEAPONSDATA
SOLO & MULTIPLAYER

1st Function:	Boost
2nd Function:	Revert
Max Ammo:	4
Rate of Fire:	N/A
Length of Charge (sec.)	In-game: 10 Real time: 17
Damage (per shot):	N/A
Zoom:	N/A
Doubles:	N/A
Accuracy (close range):	N/A
Accuracy (long range):	N/A
Special Features:	Slows down time



Combat Boost

Single Player Comments: The Combat Boost is an experimental drug that gives Joanna the superhuman ability to perceive reality at a quarter of its normal speed.
Multiplayer Comments: Every Combat Boost charge is worth 10 seconds of (in-game) time. When you have more than one, they can be used one after another — the time is 100% cumulative. You can counter someone's Combat Boost by using Revert, at 10 seconds per pop.

1st Function:	Infect
2nd Function:	N/A
Max Ammo:	4
Rate of Fire:	5.2 RPS
Reload Time:	2.0 sec.
Damage (per shot):	Minimal
Zoom:	N/A
Doubles:	No
Accuracy (close range):	Excellent
Accuracy (long range):	Excellent
Special Features:	*See Text Below

Psychosis Gun

Single Player Comments: A very specialized weapon that only appears on one level in the entire game (until you earn the cheat). The Psychosis Gun turns your enemies into allies, and your allies into enemies! Use it on the guard with the double DY357-LX at the beginning of Level 19.
Multiplayer Comments: Fortunately, this weapon isn't available in the multiplayer mode. Could you picture a four on four team game (with Simulants) where the object was to try and get everyone on one team?

CLASSIC GOLDENEYE 007 WEAPONS!

1st Function:	Single Shot
2nd Function:	N/A
Clip Size/Max Ammo:	7/800
Rate of Fire:	7.5 RPS
Reload Time:	1.5 sec.
Damage (per shot):	Average
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Excellent
Accuracy (long range):	Excellent
Special Features:	None

PP9i (a.k.a. PP7)

Single Player Comments: The Classic PP9i is a carbon copy of the PP7 from GoldenEye 007, and for good reason. You can empty the entire seven round clip in just under a second if you're fast on the trigger. The stopping power is average (like most other handguns), and honestly doesn't seem to do enough damage when you need it. Overall, it's a bit underpowered when compared to some of the new Perfect Dark weapons, but on the other hand, nothing quite beats the good ol' PP9i. *(For those of you who don't know, this gun is based on the real life Walther PPK).*
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

1st Function:	Single Shot
2nd Function:	N/A
Clip Size/Max Ammo:	8/800
Rate of Fire:	8.0 RPS
Reload Time:	1.5 sec.
Damage (per shot):	Average
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Good
Accuracy (long range):	Average
Special Features:	None

CC13 (a.k.a. DD44)

Single Player Comments: The CC13 (DD44 in GoldenEye) is still our favorite handgun EVER, in any video game. Nothing can quite match that distinct sound that it makes. You know the one — that very crisp low pitched bang that many have tried to replicate, but none have successfully completed. Its no slouch on the stats either! Sporting a rate of fire as fast as you can pull the trigger (over 8 RPS), the CC13 is a definite man stopper. It's a real shame that you can't use this puppy in multiplayer. Even so, we'll thank Rare for bringing our favorite hand-banger back from the dead!
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

1st Function:	Rapid Fire
2nd Function:	N/A
Clip Size/Max Ammo:	20/800
Rate of Fire:	7.4 RPS
Reload Time:	1.5 sec.
Damage (per shot):	Poor
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Poor
Accuracy (long range):	Awful
Special Features:	*Named after Ken Lobb!

KL01313 (a.k.a Klobb)

Single Player Comments: Known as the worst weapon in GoldenEye 007, the KL01313 has trouble keeping up with the rest of the Classic weapons in Perfect Dark. The damage is awful, the clip is way too small, and the accuracy is the definition of "spray and pray." We thought the three million plus GoldenEye 007 fans had already told Rare, "Get rid of that crappy Klobb, will ya!" But if you DO manage to kill someone with the Klobb, you can at least make a taunt out of it. "I killed you with the Klobb, you poopface!"
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

1st Function:	Rapid Fire
2nd Function:	N/A
Clip Size/Max Ammo:	30/400
Rate of Fire:	7.5 RPS
Reload Time:	1.5 sec.
Damage (per shot):	Good
Zoom:	1.00-2.00X
Doubles:	Yes
Accuracy (short range):	Average
Accuracy (long range):	Poor
Special Features:	None

KF7 Special (a.k.a. KF7 Soviet)

Single Player Comments: The KF7 Special has a great rate of fire, spacing out the bullets just right for maximum efficiency. You never seem to burn through a clip too fast with the KF7. In fact, it's just the opposite. With a little bit of manual burst fire, you can get around 5-6 seconds of fire per clip. For only having 30 rounds, that's amazing! The power is decent, but the accuracy is its downfall. From long range (even with zoom), you'd be lucky to even hit the enemy you're aiming at without wasting a whole clip. *(For those of you who don't know, this gun is based on the real life AK-47).*
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

1st Function:	Rapid Fire
2nd Function:	N/A
Clip Size/Max Ammo:	32/800
Rate of Fire:	9.8 RPS
Reload Time:	1.5 sec.
Damage (per shot):	Average
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Average
Accuracy (long range):	Poor
Special Features:	None

ZMT 9mm
(a.k.a. ZMG 9mm)

Single Player Comments: With an insane rate of fire (for a GoldenEye weapon), the ZMT 9mm really makes its mark when you're using doubles. With two of them, you'd be throwing out just under 20 rounds per second with very good accuracy from close to mid range. The damage is average, and it doesn't have zoom or any other cool features, which makes it look rather plain when compared to the new Perfect Dark submachine guns. *(For those of you who don't know, this gun is based on the real life UZI 9mm).*
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

1st Function:	Rapid Fire
2nd Function:	N/A
Clip Size/Max Ammo:	30/800
Rate of Fire:	7.5 PPS
Reload Time:	1.5 sec.
Damage (per shot):	Average
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Average
Accuracy (long range):	Poor
Special Features:	None

DMC
(a.k.a. D5K Deutsche)

Single Player Comments: The DMC is actually one of the crappier weapons from GoldenEye, suffering from a case of mediocrity in the company of so many pieces of high-tech weaponry. The rate of fire is low, and the damage per shot is average. The accuracy is decent from close range, but it begins to fall apart from around 35 feet or more. Overall, we recommend using almost any other gun unless you're doing it for the nostalgia factor. *(For those of you who didn't know, this gun is based on the real life HK MP5).*
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

1st Function:	Rapid Fire
2nd Function:	N/A
Max Ammo:	30/400
Rate of Fire:	9.0 RPS
Reload Time:	1.5 sec.
Damage (per shot):	Good
Zoom:	1.00-2.00X
Doubles:	Yes
Accuracy (short range):	Good
Accuracy (long range):	Good
Special Features:	None

AR53
(a.k.a AR33)

Single Player Comments: Few rifles meet up to the incredible standards that were set by the legendary AR53 (AR33 in GoldenEye). With doubles equipped, you can just mow through hordes of enemies dishing out incredible damage (per shot) along with a super high rate of fire. The 2.00X zoom makes it a decent sniper rifle — with better than average accuracy to boot. It's really too bad you can't use this one in the multiplayer mode. *(For those of you who don't know, this gun is based on the real life M-16A2).*
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

1st Function:	Rapid Fire
2nd Function:	N/A
Max Ammo:	80/800
Rate of Fire:	10.0 RPS
Reload Time (per shot):	1.5 sec.
Damage (per shot):	Average
Zoom:	N/A
Doubles:	Yes
Accuracy (short range):	Good
Accuracy (long range):	Good
Special Features:	None

RC-P45
(a.k.a. RC-P90)

Single Player Comments: The undisputed king of GoldenEye, the RCP-45 (RCP-90 in GoldenEye) is an amazing piece of technology. It rips through enemies like there's no tomorrow with the extremely large 80 round clip. At a solid 10 RPS, you get exactly eight solid seconds of full-auto fire per clip! The damage (per shot) is average, but more than makes up for it since you can shoot so many darn bullets in such a short period of time. Check out that accuracy from both close and long range! Not many weapons can match this puupy! *(For those of you who don't know, this gun is based on the real life FN-P90).*
Multiplayer Comments: Unfortunately, you can't use any of the Classic weapons in multiplayer.

THE AWARDS CEREMONY

After playing Perfect Dark for what seems like an eternity, we felt it was necessary to include a little "best of, worst of" chart. Enjoy!

Top 10 Solo Mission Weapons

1. SuperDragon
2. Mauler
3. Callisto NTG
4. RC-P120
5. Dragon
6. Phoenix
7. K7 Avenger
8. CMP150
9. Laptop Gun
10. Proximity Mines

Top 10 Multiplayer Weapons

1. SuperDragon
2. Mauler
3. Callisto NTG
4. FarSight XR-20
5. RC-P120
6. Dragon
7. Laptop Gun
8. Devastator
9. Remote Mines
10. K7 Avenger

Gun We Used the Most
• Falcon 2 (all variants)

The Prettiest Gun Ever Made
• Cyclone

Made Us Laugh (a lot)
• FarSight XR-20

Gun We Used the Least
• Stupid, crappy Laser

The Ugliest Gun Ever Made
• Rocket Launcher

Made Us Cry (even more)
• FarSight XR-20

Most Reliable
• Falcon 2 (all variants)

The Crazy Bastard Award
• Grenade

The Most Awkward to Use
• Reaper

Most Unreliable
• Punch

Thank the Lord! It's Back!
• Classic AR53

Most Annoying to Get Hit With
• N-Bomb

The Cheesiest of the Cheap
• FarSight-XR20

Most Frustrating
• That damn Shotgun!

We Wish it Were a Weapon
• Cheese!

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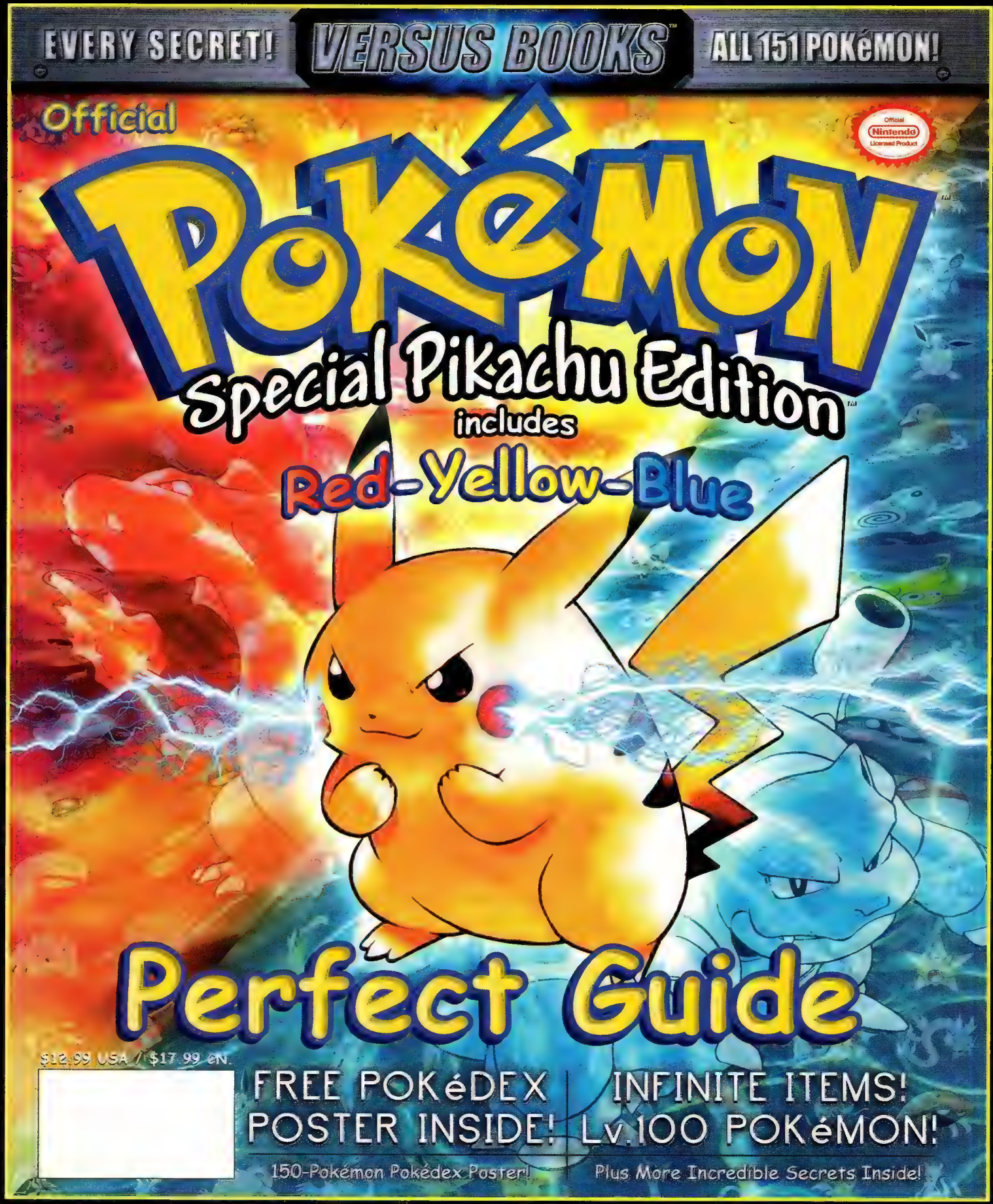

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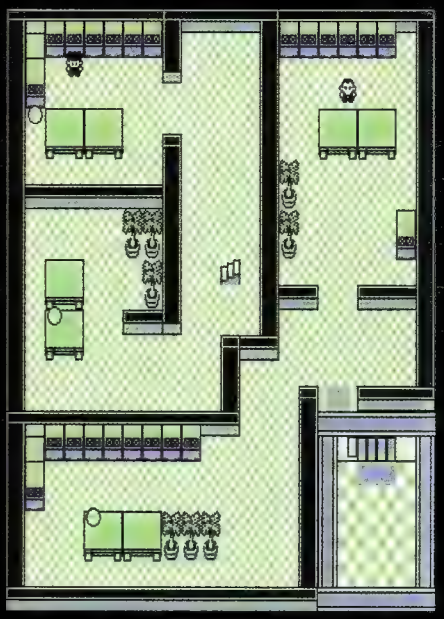

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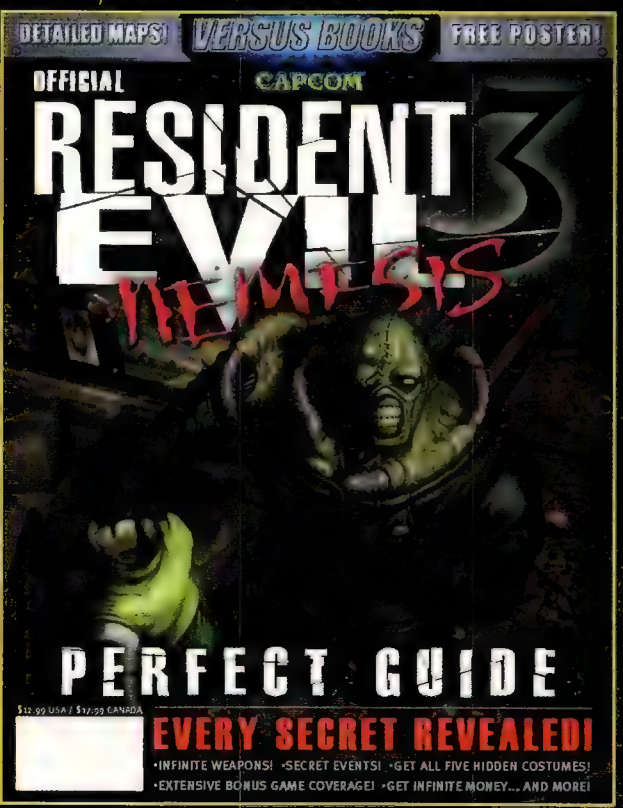

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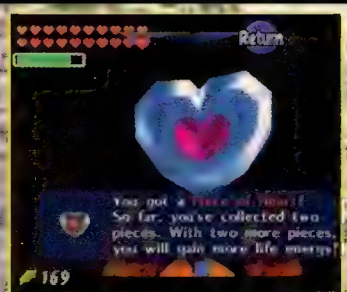

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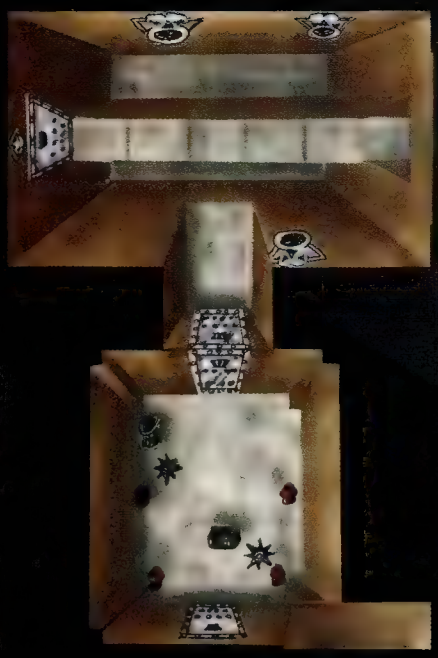

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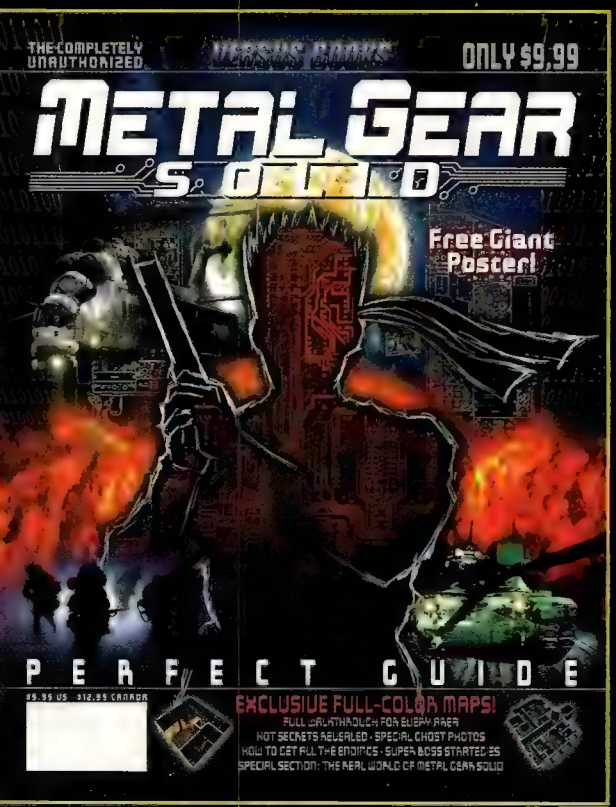
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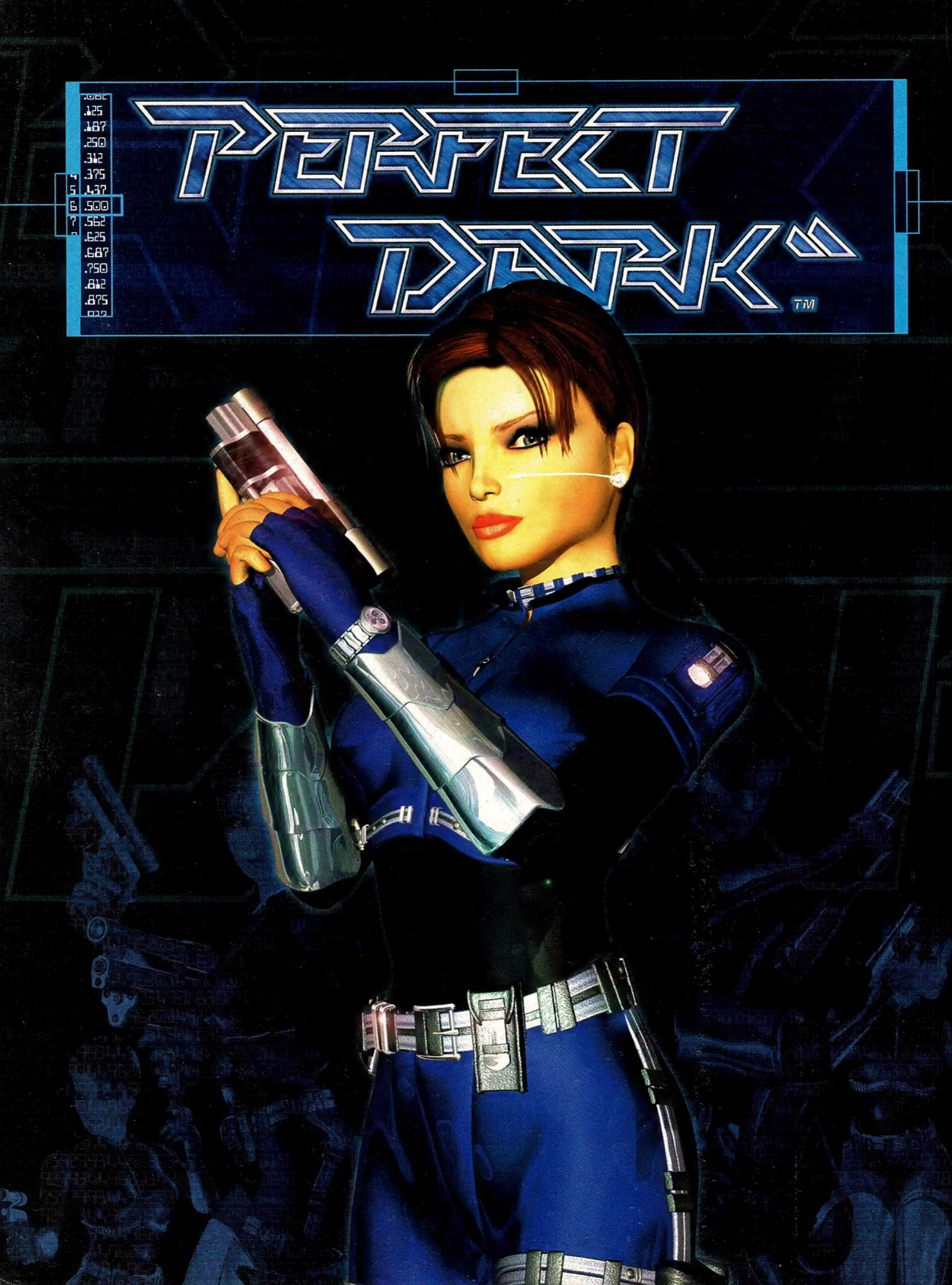
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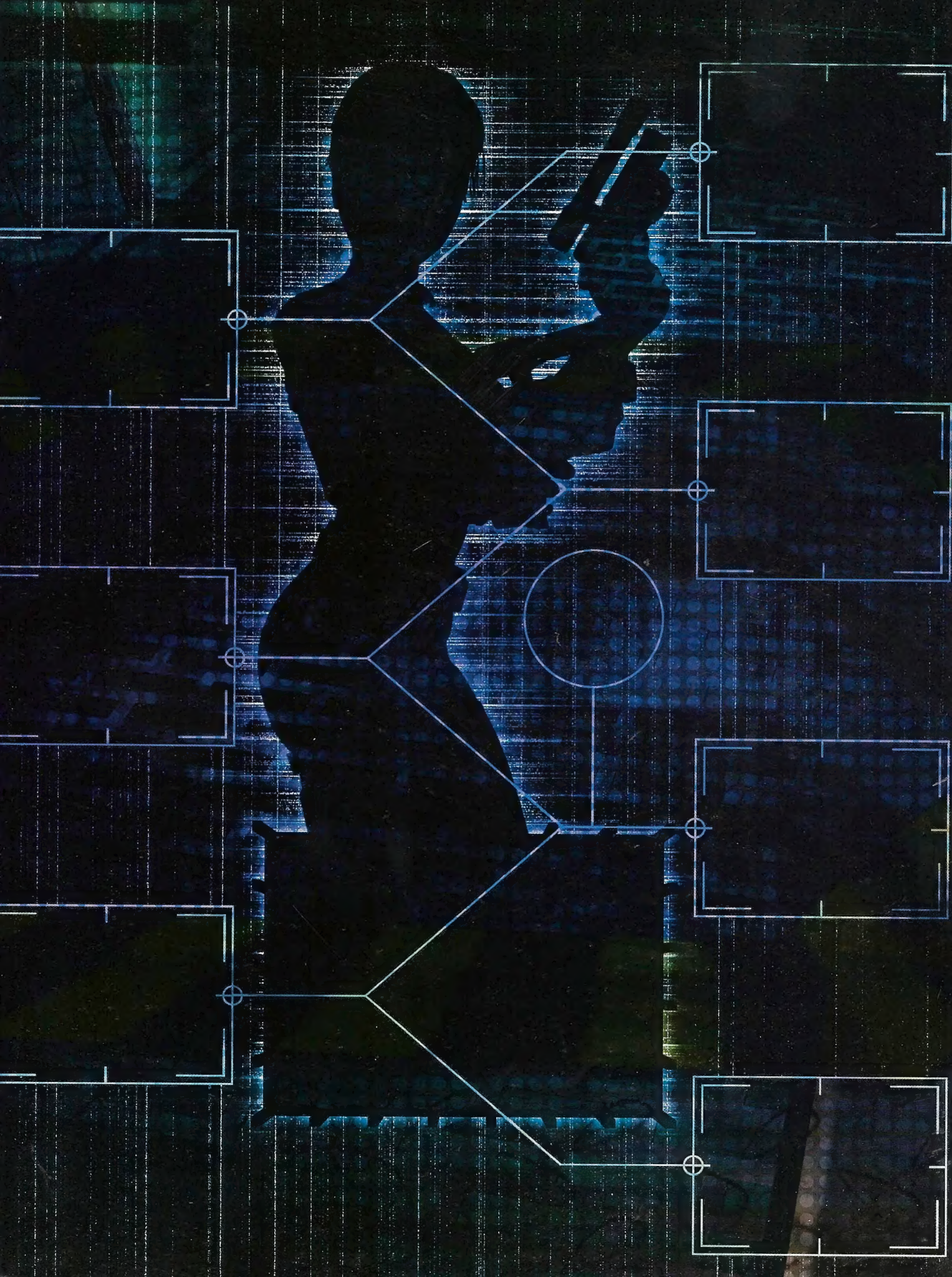

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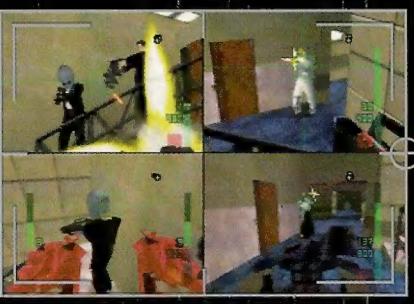

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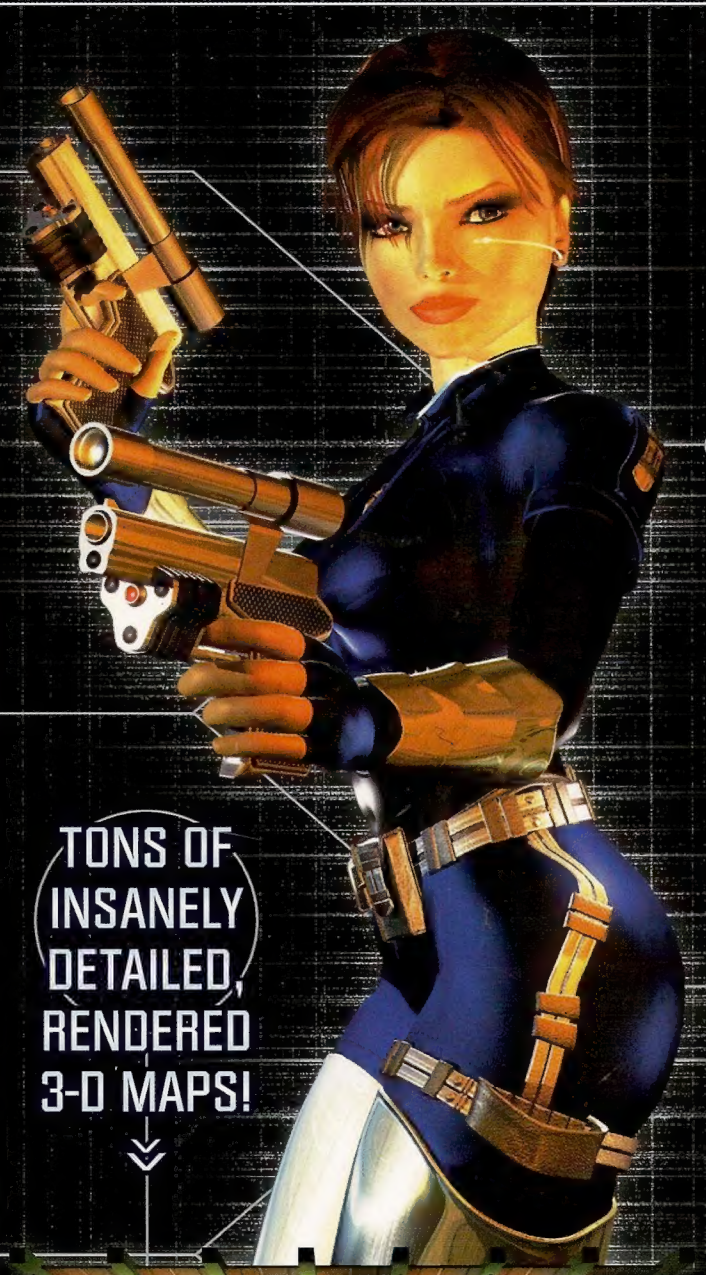

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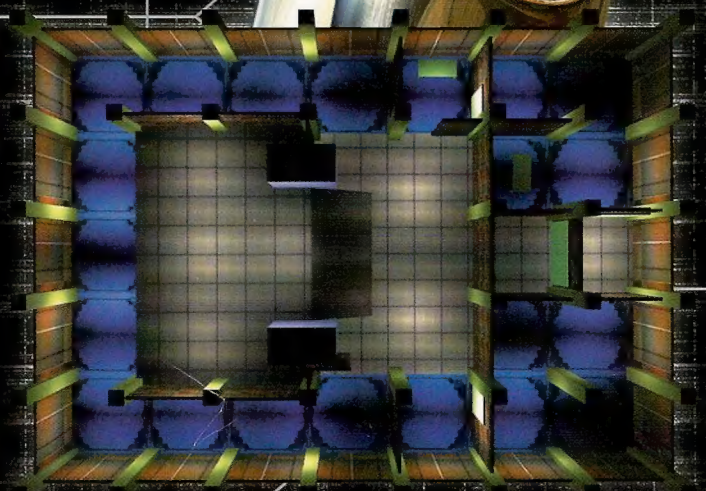

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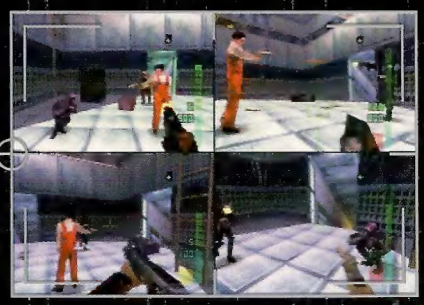

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